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DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION





# LUCKY BLEEDER

You are a lucky bleeder, or are about to become a lucky bleeder. If you already own this magazine then you can relax, safe in the knowledge that you will never need to ask any more questions ever about the state of racing games on the PlayStation because, well... all you ever needed to know about racing games on the PlayStation is in this magazine.

Inside these pages you will find a review of every racing game on the PlayStation, previews and news on lifechanging games (like *Driver*, page 44, or *Ridge Racer 4*, page 14) plus competitions, driving tips to drive you round the bends, a massive feature on the history of videogames (page 22), there's even a quiz and a test paper crammed in here. And that's just the *inside* of the magazine.

On the outside of the magazine in the novel packaging you may have noticed a shiny circular thing... there's a picture of it next to this column, see that? Both you and I know that this 10 demo CD is the greatest thing around this winter; *GT* on its own would be enough but we give you more, so go on, get the CD, stick it in your machine and enjoy.

Will Groves, Editor



# IDURING CARS STGOT



MORE CARS



MORE TRACKS



MORE CRASHES



MORE ACTION





- 9 NEW INTERNATIONAL TRACKS AND 7 NEW CARS
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8 REAL-LIFE CIRCUITS
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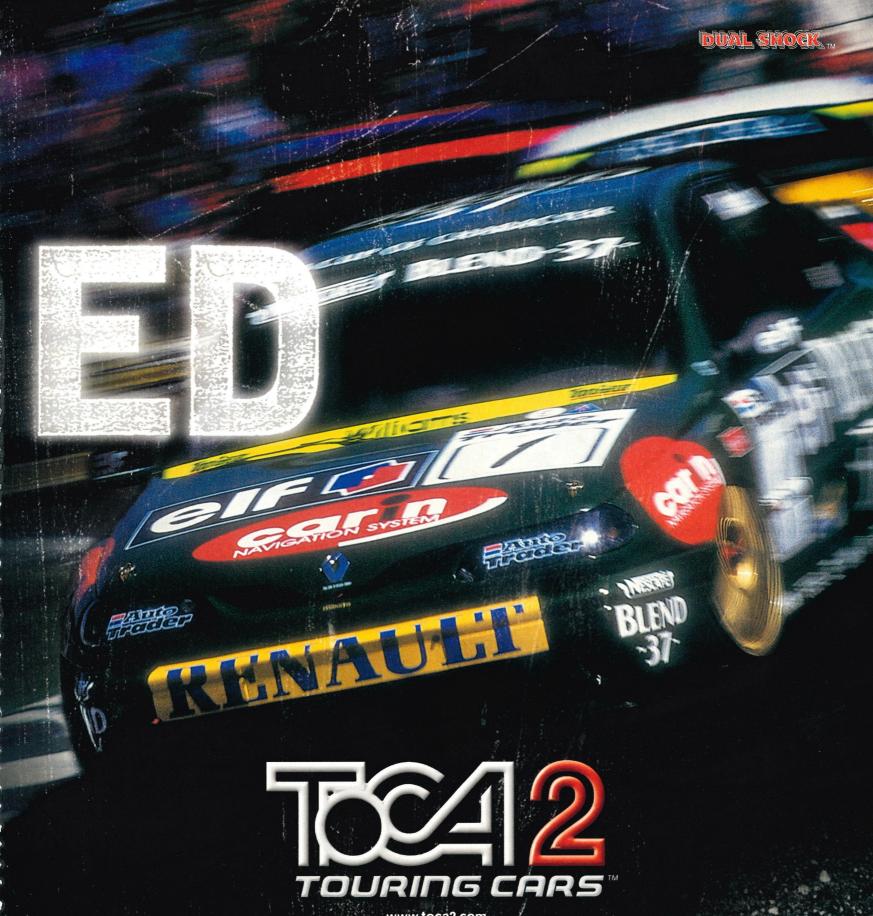
7 FURTHER MAKES OF RACING CARS

TIME DOCUMENT HEST SOCIOLOGY



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www.toca2.com







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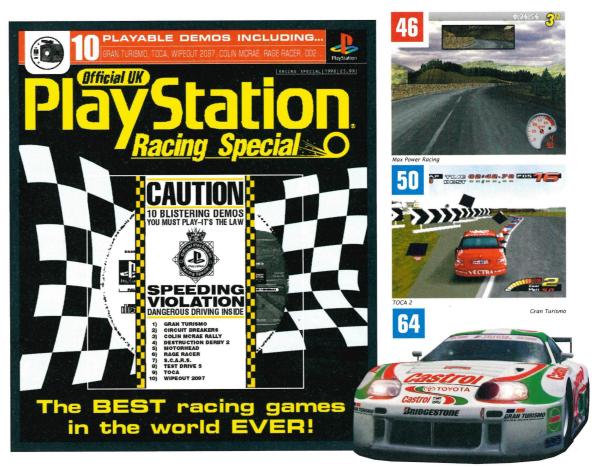
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# COMPETITIONS

Free stuff, glee stuff, stuff to make you laugh like a drain, stuff to make you feel no pain... we just can't introduce them very well.

# **Steering Wheels**

Wheels? Steering wheels? For nowt? Okey dokey - best of British luck then.

# A Book

WIN... a book, no kidding. It's a good book.

# Remote Controlled Cars 30

You won't get any better remote control cars than these. Unless you"ve got more money than sense, that is.

# Two Of The Above

Add a steering wheel compo to a remote control car one. This is the result.



A sneak peek at the games almost ready for the shelves. Is it looking good or is it looking terrible? We give you the lowdown.

# Rollcage

Fast and furious multi-player action in another mould-breaking racer - it doesn't matter which way is up so long as you know where you're going

# Driver

Drawing on all the best Hollywood has had to offer in the street racing stakes this offering from the creators of Destruction Derby 1 & 2 looks a stunner.

# Max Power Racing

North country boys Eutechnyx are developing a real racer set to bring the speed and thrills back to the racing genre. It's less about fiddling with

specs and more about speed.

# PLAYTEST

Every game, whether old or new is reviewed and each one gets a new, Test of Time score... how are your favourites holding up?

# TOCA 2

Twice the tracks, better looks, better handling. Can this be true?

# Colin McRae Rally

He's a handy little Scot with a motor is Col, but what about his virtual self?

# Gran Turismo

There can be only one... everything you have heard about this game turned to fact.

The most successful licence on the PlayStation. Is it worth it?

# **Circuit Breakers**

In the beginning was Micro Machines, witness a Brave New World.

# Nascar '99

78

70

74

50

Yanks and cars together forever.



rather than compromise our views in pursuit of an exclusive

review or cover.

PSM is the only magazine which really matters within the PlayStation industry for one reason - what we print is the truth. Whether it's about games, the industry and all things PlayStation, our writing is opinionated, honest and always informed. Links with Sony provide exclusive information and game demos, but do not compromise our editorial stance. PSM is 100 per cent

do not compromise our editorial stance. PSM is 100 per cent editorially independent – guaranteed. PSM is written in an adult, entertaining manner. Free from technical jargon, but with the necessary expertise that PlayStation owners demand, PSM drops the usual in-jokes and

infantile humour for quality. We tell you the latest news, talk to the most important people in the industry, discuss the most relevant issues and review the most exciting games on the relevant issues and review the most exclung games of the planet. And with our demo disc, we do something no other playstation magazine can – we let you play the games for yourself. PSM: the world's best-selling videogames magazine.













# S.C.A.R.S.

# FFATURE

# **Moto Racer 2**

Fast motorbikes and frippery.

## **Cool Boarders 2** 84

Find out what the hip clothes for taking on the piste are this season.

## F1 '97 85

Still drivin' after all these years, but does the old feller have any legs left?

# **Jet Rider 2**

Not the name of a B-Movie character.

# **Motorhead** Ace of spades? That is... ACEOFSPADES?

## Need For Speed 3 88 Can they improve on NBA '97?

# **Newman Haas** Paul and the AA man hit it off

Avoid everything and win... to win.

Rage Racer

# **Rally Cross**

No, really cross... read this and try to spot the connection

# **Road Rash 3D**

Hit bikers in 3D, again and again and again...

## **Supersonic Racers** 93 First this then Circuit Breakers.

S.C.A.R.S.

# The Mario beater? You can't fault the motives.

**Test Drive 5** 

# New to these shores, for the fifth time. **Total Drivin'** 96

Like a racing game compendium.

# Tommi Mäkinen

Top name, rubbish... what? Make it rhyme.

## 98 Vigilante 8

Not the eighth game in the series, not yet.



# **History of Racing Games 32**

The gospel of the videogame is that whenever a new console is born, it's first shall be a racing game; they are the most popular entertainment on any console and are normally the force that pushes the technology to the limits. We look back through the brief history of videogames to take a glance at the landmarks in racing and driving games.

# REGULARS

# On The CD

Full listings of your exclusives CD's contents.

All the latest news on PlayStation racing titles to come.

# **Platinum**

They cost just £19.99 and they're all reviewed here.

# Listinas

A complete guide to every racing game on the PlayStation.

# Ouiz

124 You've played the games and know the sport:

# Cheats

126

Tips on real-life driving plus cheats.

# **Test Paper**

test your knowledge.

130

Can you pass muster? Well, it's all well and good imagining you can... test yourself.



# On the CD



To complement the comprehensive

coverage of the racing game genre in

this Racing Special, we've stuck the

ultimate racing demo disk on the

outside of it. There are 10 playable

versions of some of the top

PlayStation racing games available

all of which we've raved about.

Now you can see for yourself.

# Problems with your CD?

Pack up your troublesome cover disc in an envelope and send it back to *The Racing Special* at the address on the ontents page. Remember to include your own address. We will test it and, if it is faulty, we'll send you another CD

# Gran Turismo

■ PLAYERS:		TWO
■ PRICE:		£34.99
■ AVAILABILITY:	HIGH	STREET

hen news of the depth of this game first leaked out of Japan we thought someone was yanking our chain. There was no way the game could really have 145 cars... could it? After just a few minutes playing we thought it might be something special. After a few hours we knew we had a classic on our hands. It's just the sheer scale of everything – absolutely everything can be tweaked, twiddled and generally altered. Buy cars, sell cars, paint your car, take various driving tests. It's a world of pistons, flanges and ball valves.

The real action, however, takes place on one of the 11 tracks. And the handling is as real as you will get. The demo offers you the choice of three cars (these can be found by clicking on the Available Cars menu) and the high speed yet twisty track of the Clubman Stage R5. You can even watch the replays.

# ■ CONTROLS

to get menu after loading
D-pad Direction

Accelerate

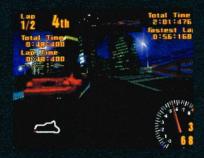
<b>(A)</b>	Reverse
0	Emergency brake
R2	Shift up
(12)	Shift down
0	Rear view
(R1)	Change view
The ga	me is Dual Shock compatible

## ■ ADDITIONAL FEATURES

145 cars to choose from. 11 courses to drive on (22 if you include the mirror mode) and three licences to test your skills against. Music provided by such as Ash and Garbage and mixed by the Chemical Brothers.

## THE REVIEWS

Our huge review of this truly magnificent game starts on page 64. As you may have guessed, we rather like this it.



# Circuit Breakers

PLAYERS:	V. 12921	TWO
■ PRICE:		£39.99
■ AVAILABILITY:	HIGH	STREET

ince the release of *Micro Machines*V3 way back last year gamers
have got used to the crazy antics
of midget motors. So much so that
developers all seem to be looking this
way for the next 'racing experience'.

One of the first to reach the winner's rostrum is Supersonic, of Supersonic Racers fame, with their cracking Circuit Breakers. It's not a particularly beautiful

game (it's not ugly mind) but it's so damn playable. In single-player mode the game belts along with each opponent making mistakes or attacking other cars – not bad for computer-controlled racers – but it's the multi-player game where the game takes that further step down the road to brilliance. It's fantastic. Not since *Micro Machines V3* have we stayed so long after work just playing a game.

# ■ CONTROLS D-pad Direction Speed

BrakeFire power-upToggle power-up

# ADDITIONAL FEATURES

Altogether CB offers the hardcore gamer an incredible 32 tracks to race. Some are hard, some are easy but all are enjoyable. And once you've finished these you earn a cheat to give you reversed courses. Not bad at all.

# THE REVIEWS

Circuit Breakers is given the full five star treatment in the review section. Turn to page 74 to see just how good it is.



□ PRICE: £39.99

HIGH STREET AVAILABILITY:

or a long time Sega Saturn owners could rest on their laurels safe in the knowledge that they had by far the best rally game on any home console. However hard the PlayStation tried, the likes of V-Rally, Rally Cross and so on couldn't get close to the likes of Sega Rally, until now that is... Featuring 48 stages, taking in eight world locations, eight cars (with more to be uncovered) as well as the opportunity to tinker with your tyres, suspension and brake-balance. The handling is spot on and feels just right. At first it's a real trial to keep your Subaru Impreza on the road, but a trial worth persevering at. Without doubt this is the best rally game on the PlayStation.

# CONTROLS

D-pad Direction

8 Speed 0 Brake

0 Handbrake Change camera (4)

Start Pause

The game is Dual Shock compatible.

■ ADDITIONAL FEATURES

The game features a rather strange system of racing against the clock instead of having other racers on the course at the same time. This might sound a bit dull but you'll be surprised just how intense the racing can get. For those of you who don't like this idea it is possible to race against a mate in one of three two-player modes.

## THE REVIEWS

Turn to page 58 for our rather complimentary review of this stunning rally game.







pace notes read by your very own codriver. (2) The handling is spot on – and even better with Dual Shock. (3) That's what you get for ignoring the co-driver and the arrows. [4] Head for the Swedish stage for challenging snow stages. Keeping it in a straight line is not easy.

# Destruction Derby 2

PLAYERS:

PRICE: £19.99

AVAILABILITY:

HIGH STREET

kay, so the first one was a bit rubbish but went on to sell by the bucket load, such was the interest in the subject. When the developers sat down to work on the sequel they had a huge list of improvements to include.

These featured a lot more tracks, making them wider so you could actually just race if you wanted and a range of deathbowls for maximum mayhem. The

Speed 025 111 20 Still Runni sequel was an unqualified success with one of the fastest game engines ever seen in a racing game. About the only thing we can fault DD2 for is the dreadful soundtrack. Apparently one of the lead programmers thought his band was a bit good so used all their tracks. There's no accounting for taste.

# CONTROLS

D-pad Direction 8 **Accelerate** Brake/reverse 0 Change the camera angle

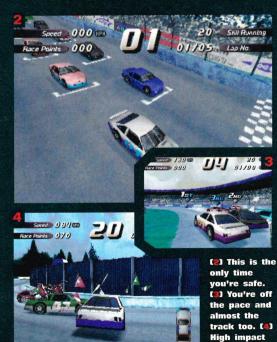
# ■ ADDITIONAL FEATURES

Seven tracks of smashing racing, plus the extra arenas for total car-nage add up to a total computer racing experience that is well worth the measly 20 quid they're asking for.

# THE REVIEWS

Take a guick flick through to page 101 for a review of one of the most actionpacked PlayStation racing games.

(1) The whole idea of this total carnage arena is to wreck all other cars before you get crippled yourself. Fun.



racing.

# Motorhead



(1) The futuristic backdrops are impressive. (2) There are eight circuits to race on. But the last is only available if you come top of the table. (3) The car's handle well with top skids and powerslides.

■ PLAYERS:

TWO

PRICE:

£19.99

AVAILABILITY:

HIGH STREET

ooking like a futuristic Ridge Racer, Motorhead had the sheer bad luck of appearing on the shelves at the same time as a certain Gran Turismo. This is a shame as it's a damn fine game which deserved better. Playing like a modern day Outrun this in one of the best looking games on the market with Swedish developers Digital Illusions

chucking in every trick in the PlayStation's library. The result? A beautiful looking racing sim. 'So what if it looks good,' you ask, 'what about the game?' Well, fortunately the game is pretty smart too with some top handling, great skids and enough physics to pull off the perfect powerslide. What more do you want? To try it for yourself take the 'Asc Il' car out for a spin on Goldbridge, the game's opening circuit on this demo.

# ■ CONTROLS

0	Accelerate
0	Brake
0	Brake
<b>(A)</b>	Change vie
	Rear view

D Gear down D Gear up

# ADDITIONAL FEATURES

There are a whopping ten cars and eight circuits in the full version of *Motorhead*, with the last of each only available when the player has reached the top of the league. Punters will also find a delectable two-player split-screen mode, a ghost mode (for racing against previous best times) and a quick race option which bundles you immediately into the action without a 'by your leave'. It's pulse-quickening stuff.

## THE REVIEWS

Page 87 will tell you everything you need to know about this rather impressive racer. But if you're the impatient kind, we rather like it, so wade straight in and try the demo version for yourself.



# Rage Racer

■ PLAYERS:

TWO

■ PRICE:

£34.99

■ AVAILABILITY:

HIGH STREET

f there was a game to chart the creation of *Gran Turismo* it has to be this one. When this was released in Japan it created quite a stir as it differed somewhat from the previous *Ridge* games. Gone were the simple powerslides, now you had to work for the corners. Added to the game was the idea of money; in previous

games you could pick any car you wanted but now you have to work your way through the budget range before you earn enough money to take out the top end cars. Once you've bought each car you can take it to the garage and get it tuned.

In the demo you take control of the first car, the Gnade Esperanza, in the Class Three circuit called the Mythical Coast. The pressure's on because it's the last lap and you're in 12th spot: last. But once you get to grips with the car you'll find yourself flying past the back markers. Unlike the previous games,

Rage's circuits are far more undulating so you find yourself slowing dramatically on the climbs.

Remember if you spin the car about 180' you can practice the course as often as you want in the reverse direction.

# ■ CONTROLS

D-pad Direction
Pause
Brake



# 

The basic cars cost 3000 or 4000 to buy... the best ones cost close to 700,000. So, a lot of work there then. There are four tracks including a huge oval perfect for testing out the new tuneup. Be warned, this is a very fast game.

# THE REVIEWS

We spend a page telling you just how good this game is on page 90.

(3) The choice of cars is fabulous. But you have to earn money to buy the better ones.

(1) "Be warned, this is a very fast game." (2) Looks like a Renault 5 twinturbo in a fantastically rendered cityscape.





■ PLAYERS:

PRICE:

£39.99

AVAILABILITY:

HIGH STREET

et 'sometime in the future' this is one of most adventurous games to hit the PlayStation for a long time thanks to its four-player split screen mode. This has been tried before with Rally Cross but anyone who played the aging Sony game knows it didn't really work (we're being polite). The closest thing PlayStation owners are going to get to Mario Kart, S.C.A.R.S. takes the driver along an undulating course where the key to success rests in proper powerslides and spot-on use of the huge variety of power ups which litter the course. Be sharp when you play the demo though, it doesn't last very long.





**CONTROLS** 

Direction D-pad Reverse

00 Brake

Change view

Speed

Fire weapon RD Swap weapon

Jump m

Rear view

■ ADDITIONAL FEATURES To win nearly every race pick the Rhino car... it's very fast indeed. All you need to do is get in front and drive carefully.

THE REVIEWS S.C.A.R.S. is given the serious once over by our racing team





(1) Hanging the tail out is great fun in this racer. (2) Visually S.C.A.R.S. varies between pleasant and excellent. [3] More eye candy to enjoy. (3) Hit the gas when the green

light shows.

# **Test Drive 5**

■ PLAYERS:

£39.99 PRICE:

AVAILABILITY:

HIGH STREET

irst appearing in the late '80s, the series has come on considerably with last year's version seeing a good deal of success. Opting for the heavier side of steering, the Test Drive 5 cars might not be as realistic as those in Gran Turismo but there is certainly something compulsive about the game; perhaps it's the twisty turny tracks, or the heavy traffic which appears mid-race, or could it be that all the tracks are based on real-life locales with recognisable streets and shops? We're not sure but it's a lot of fun... give it a go.

**CONTROLS D-Pad Direction** 

**⊗ @ ④** Brake/reverse Change view The game is also compatible for Dual Shock use.

■ ADDITIONAL FEATURES

The game features 17 courses, 28 vehicles and more crashes than any game you've ever played before in your life. New to the sequel is a great twoplayer, split-screen game for truly competitive action.

THE REVIEWS

Released a couple of weeks ago, the game is reviewed on page 95.





[1] Great skid marks. (2) Real-lifebased tracks add to the enjoyment. [3] Twoplayer, splitscreen mode is full-on racing fun.

- PLAYERS: ONE PRICE:

AVAILABILITY:

HIGH STREET

o then, is TOCA just a driving game? We don't think so. What about the sophisticated control response, millimetre-perfect replication of factory model cars, detailed track design using Ordnance Survey information ...? It might look like you're just pegging around Brands Hatch at insane speeds, but as the first bend sends you rollercoasting into a 360° spin, it's

obvious Codemasters have created a driving simulation of the highest quality.

But, as our demo will attest, a racing game TOCA most definitely is. Along with a rather attractive rolling demo, we've included a two-lap race from the Donnington circuit. Whether using the standard joypad or, preferably, the more responsive Analog pad, steer your Honda around the course, try to keep up with your 15 opponents and, most importantly, complete the challenge in under three and a half minutes. Sound easy? Well, it would be on Micro Machines, but with a car that actually behaves like the real thing, that standard driving game practice of simply keeping

your foot hard on the pedal and hoping for the best is certainly not recommended. Good luck. You'll need it...

**CONTROLS** 

Directions D-pad **(4000×**) Change view Horn Brake Accelerate

Pause ■ ADDITIONAL FEATURES

As well as superb graphics and relentless pace, TOCA also features the dulcet tones of Top Gear's Tiff Needell. This is a good thing, we think.

THE REVIEW

'Right up there with the best' is this issue's verdict (Page 132) and TOCA fully deserves its 9/10.





[1] It's a Renault and it's fast, but very little here isn't.

[1] A speedy sponsor for a speedy game.
(2) It doesn't get any easier in the dimly lit tunnels. (3) There are now plenty of weapons for use on your rivals. (4) Too close for comfort.

■ PLAYERS:

(2) Get ready for bumper-to-bumper racing. (3) There's no pressure. Honest.

PRICE: £19.99

AVAILABILITY:

HIGH STREET

TWO

he original Wipeout was released on the very same day as the PlayStation and soon sold out. This wasn't because ther other games were crap, more likely that it was such an incredible game that everyone felt they had to have one. After intense gameplay,

and more than a little showing off to 16bit owning mates, a few faults appeared. Most common among these was that the game was considered a little bit too tough. So when it came to designing the sequel it was foremost in Psygnosis' collective mind to make the game considerably easier (though it might not seem so on the later tracks). Also a new range of weapons was added including the superbly powerful Quake Bomb - this can't be described - you have to see it in action. So, incredibly enough, Psygnosis have managed the impossible - they've made the excellent Wipeout even better.

**Change view** Discard weapon Fire Thrust

Right airbrake RD Left airbrake Press and to return to the main menu.

■ ADDITIONAL FEATURES

What more do you want? How about eight tracks, five craft, some cracking cheat codes (see page 129) and a great soundtrack. Okay, so the tunes might be a couple of years old but they surely make for one of the best soundtracks on any game we've played. As if this lot wasn't good enough there is a fantastic two-player, link-up mode just gagging for you to smack your mates up.

THE REVIEW

You can find the glowing review of this racer on page 112.









# COMPETITION



# **Officially Endorsed Mad** Catz Steering Wheels!

The Mad Catz Steering Wheel, constructed by handymen in the United States, became an instant hit with gamers when it was imported to the UK last year. Featuring a super-grip wheel, foot pedals and enough buttons to cope with any game you might think of this is a sound wheel. To get your hands on set simply follow the instructions below.



THERE'S NO QUESTION, JUST A REQUEST.

MAKE US LAUGH. THE **BEST JOKES WILL WIN** THE PRIZE.

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\*Check out our other compos. If you want to enter these as well include your answers along with your voucher too. You might as well enter them all, really...

NO EMPLOYEES OF FUTURE PUBLISHING OR ANY OF THE BODS OVER AT MAD CATZ/PLANET ARE ALLOWED ANYWHERE NEAR THE COMPETITION. NO MULTIPLE ENTRIES WILL TOLERATED BY THE JUDGES. CLOSING DATE FEBRUARY 28TH 1999.



# <u>R4 — THE MASTER RETURNS</u>

# NAMCO AIM TO RECLAIM POLE POSITION







(1 - 3) These night time shots give a good indication of both the advanced lighting techniques and the impressive draw distances that will (touch wood) that will mark R4 as a landmark racer. (4 - 7) Although the prerelease publicity claims 300+ cars, many will be paintjobs only. (8) Zoom.



the pits for an update.

And let's not pretend that those two words "Gran" and "Turismo" haven't played a big part in R4's development.

Namco is as aware as anyone else that a lot's changed since 1997's Rage Racer, but that doesn't stop them feeling confident.

"Gran Turismo was definitely a good game," concedes Shigeru Yokoyama, head of Namco's Consumer R&D Division, "but while both games can be classified as racing games, the two titles are totally different. Gran Turismo is more of a racing simulation, our racing games are good and fun."



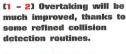








In other words, the original pedal-tothe-metal formula of reality-defying power slides and indestructible cars remains intact. This is, in spirit, a *Ridge Racer* game in the traditional mould. But what's got the Japanese pundits so excited is that Namco's somehow managed to teach this old dog so many new tricks. First off, the graphics are gobsmacking. Namco has upped the detail of not only the car models (although they aren't actually real cars) but also the tracks and scenery. The colours and textures of the game world flashing by are breath taking. We don't use the word "beautiful" often, we are blokes, but this







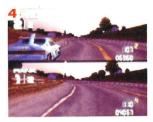


■ P18: Le Mans Racing





■ P16: JogCon









(1) This should be the fastest racing game available. (2) A render, possibly, but an indication of the semi-fantastic cars on offer. (3) Split-screen *Ridge Racer*! (4) Split-screen LINK-UP *RIDGE RACE*R!!! (5 - 8) We Skid you not.

has us coming close. There are also some great lighting effects, such as the "trails" of headlights on the night levels and sun flare during the day. Never before has a PlayStation racing game looked so fine.

And this ain't just a paint job.

Namco's been busy under-the-hood, too. *R4* features eight tracks, over 300 car variations, and a new grand prix season feature in which players not only have to win races to earn cash, but also negotiate the trials and tribulations of being part of

a racing team (Namco hints that there are even trace elements of an RPG to be found here). The point being that replay value has been added to a game that always made a great first impression, but tended to grow old fast. Of course, it's how the game plays that's most important and this is where Namco's hit paydirt. With an updated physics model that adds realism to the crashes without ever sapping the arcade thrills, R4's a joy to drive. What more could you ask for?







(1 - 2) Even these relatively early replay shots show the in-game engine off to good effect, as in *Gran Turismo*. (3 - 6) Yet more lushness.









# Pssst!

Rumours milled, tittle tattled, whispers heard, gossip mongered

More Ridge Racer 4 'information': It's strongly rumoured that Namco's potential masterpiece will arrive as a two CD package, and include an updated, hires, 60 frames per second version of the original Ridge Racer (that's twice the original frame rate). This new Ridge will also support the JogCon (see page 16 for details). Regardless of whether you dare to believe such wildly exciting hearsay, the game is still on schedule for a December 3rd release in Japan and should arrive here sometime in the Spring... Following some fairly drastic 'strategy decision' (i.e. development redundancies in San Francisco and Manchester), Psygnosis have decided to 'refocus on existing, strong brands'. So what? In English this means that projects like Wipeout 3 and Destruction Derby 3 will finally get the go-ahead on PlayStation. Strange that Psygnosis needed such a rude wake-up call to realise that this is what we've all been gagging for all along... Meanwhile French giants Infogrames have started work on the sequel to their superb but now slightly dated offroader V-Rally. Could it turn out to be a Colin McRae Rally beater? Let's hope so. Early whispers suggest that the ultra-twitchy handling will be retained, making this a game for skilled and committed drivers. That's us... Yet more sequel rumours and yet more (unsubstantiated) evidence of Colin McRae Rally's massive influence. Gremlin's Motorhead, it's rumoured, will get a sequel and, yes, it'll take in new off-road dirt sections, just like Gran Turismo 2 (see page 16 for the latest on GT2)... Namco have signed a deal with Codemasters allowing them to adapt the superb Micro Machines v3 for coin-op arcade consumption...

# THE PAD TO HAVE

# NAMCO REVEAL THEIR LATEST PERIPHERAL

nce again Namco have used the release of a Ridge Racer game as an excuse to muscle into the peripherals market

with another innovative controller. Anybody familiar with the NegCon that appeared with the original Ridge Racer or the Tekken pad will vouch for the synergy between Namco hardware and software.

The logCon looks like the best yet, featuring real force feedback as well as Dual Shock compatibiltiy. This means that not only will the pad judder and shake at several different frequencies (like any other DS pad) but that the large central

> wheel will actually fight against you in certain circumstances, as most coin-op racers already do. As far as we can tell, you'll be steering with both your thumbs, while the shoulder buttons will probably be your best bet for

acceleration and breaking.

Namco haven't confirmed a UK relase but import controllers should work with Ridge Racer Type 4.

It's new and shiny and it looks like it is going to set the standard in racing joypads. The central wheel looks to be thumb-controlled and will use feedback from the game to fight against you as you power around corners.





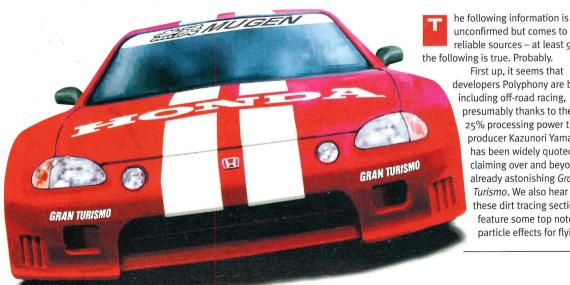
# **MICRO MACHINES**

Sony's all singing, all dancing PDA (a souped up memory card with a tiny LCD screen) will be utilised by Ridae Racer 4. As we go to press it's unclear exactly how the game will use the PDA's higher functions, but we do know that you'll be able to display and swap cars or upgrade parts with your mates and compare your best times in one large league table without downloading them to a PlayStation.



# **GRAN TURISMO 2**

# EARLY NEWS FILTERS THROUGH



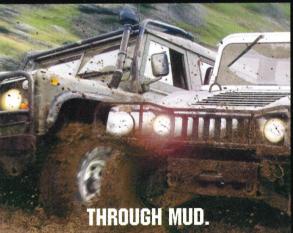
unconfirmed but comes to us from reliable sources - at least 90% of

First up, it seems that developers Polyphony are busy including off-road racing, presumably thanks to the extra 25% processing power that producer Kazunori Yamauchi has been widely quoted as claiming over and beyond the already astonishing Gran Turismo. We also hear that these dirt tracing sections will feature some top notch particle effects for flying dirt,

dust and water. We'd also imagine that these will be used for smoke from tyres and exhausts.

These are the least exciting of the rumours, however. Technical advances are all very (very (very)) well, but it seems that, thanks to the global success of GT, previosuly unattainable brands like Ferrari and Porsche are begging to be involved in the seguel. We're also led to believe that each and every manufacturer is so keen to be involved that they've agreed to limited car damage and, allegedly, full-on rolls and flips. Gran Turismo should make its Japanese debut in the Spring of 1999, and we can expect it very soon after. Bate your breath.









OFF ROAD RACING, OFF ROAD RULES.







www.accolade.com





Ever since *Gran Turismo* stunned the world any serious racing title needs to boast a really impressive, nigh-on photorealistic replay mode, like this one



# LE MANS GT RACING

# 24 HOUR PARTY PEOPLE

e Mans. The name conjours up images of fast cars and glamour, the twin skills of being beautiful and having money combined with the more demanding talent of being able to drive well... if you have all three you've made it, if not, well, look at Princess Grace.

The next game from Eutechnyx looks set to hone your skills in the latter knack of driving. It is not just how to turn the wheel and which way the pedals work that *Le Mans* is aiming for though. As a 24 hour road race you have to develop strategies around when to pit-stop and what tyres to fit when you get there, thus creating a much deeper level game

than a regular arcade screecher.
Andrew Perella is the Lead programmer of *Le Mans GT Racing* and is keen to point out the game's developments, "...it runs in very hi-res, features day and night racing and has highly detailed cars racing simultaneously."

The game also promises a fantasy line-up of cars from the last four years including Panoz, Gulf Team Davidoff, Marcos and many more, while initially the game was going to be a direct adaptation of this year's event before someone realised it would be quite limited as 80% of the cars were all the same make. Andrew is also keen to point out that while the game has been produced at the same time as Eutechnyx's other challeenger nigh-on Max Power Racing (page 46) it has used a compeletly different engine, physics model and runs at a higher resolution although certain routines were deveolped in tandem. We asked if this licence, which seems so natural as a companion to Max Power Racina would lead to a slew of exotic titles from the Newcastle-based programmers and were met with the usual wall of silence – but we in the office think it's only a matter of time before the Paris-Dakar endurance race is tackled on the PlayStation.



The engine's already looking rather impressive even at this early stage.



Tokyo 2.15a.m 177mph.

pinch yourself you're not dreaming.

KILLER-SOUNDTRACK BY:

PYTCHSHIFTER GRAVITY KILLS
KMFDM JUNKIE XL



















It might not look as good as Vigilante 8 from Activision but it's crammed with loads more weapons and a massive variety of cars, trucks and buggies to make the most out of.

# ROGUE TRIP

ight, here's a quick history lesson. The first two Twisted Metal games were developed by Singletrac for Sony. Soon after the success of the second game Singletrac were poached by GT Interactive but had to leave the name and characters with Sony. Therefore, this is the unofficial sequel of Twisted Metal 2, one of the most violent, and enjoyable, racing games around.

Since the appearance of Twisted Metal 2, the handling of the cars has been given a serious overhaul. Perhaps a certain racer called Gran Turismo has had something to do with this, in any case, now the cars actually handle like real cars... real cars with roof-mounted missiles and gatling guns welded to the doors that is.

Just as in the first two games the cars are armed to the fender and there are

plenty of extra add-on weapons that can be found as you go along - the mini-nuke is a particular favourite.

The basic premise of the game has been altered too. Instead of roaming around randomly blasting the other maniacs, this time you have to pick up tourists and take them to various photo spots, protecting them while they take snapshots from the bad guys with guns who are taking potshots.

ROAD TO ILLUSION WORLD

# CHOCOBO RAI







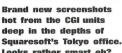
fter the success of the Chocobos in FFVII, the bosses at Squaresoft realised they were onto a good thing, so

they sat about thinking where else they could use their big birds.

Following much wracking of brains and some rather heavy sessions of Mario Kart, the answer jumped out and hit them smack in the chops - Chocobo Racing. Ditching the fancy karts of other cartoon-style racers the Chocobos don rather special roller skates to take on the courses. All the characters have their own modes of transport with Dev Choco using a tricycle.

To give the game a touch more longevity there are three game modes to try out: Story Mode, Grand Prix Mode and Rally Mode. It's not certain if

















# SHOCING!

MAXIMUM RUMBLE SENSATION WITH DUAL FORCE CONTROLLERS

# GAMESTER PSX DUAL FORCE™ STEERING WHEEL

From the creators of the acclaimed Rumble Force Steering Wheel, this is the advanced Gamester PSX Dual Force™ Steering Wheel. 100% rumble compatible with PlayStation games featuring "Dual Shock™" coding,

steering you closer to the action on every PlayStation game - guaranteed.





GAMESTER
PSX DUAL FORCE™
ANALOGUE JOYPAD

Compatible with PlayStation games featuring "Dual Shock™" coding.





THE UNFAIR ADVANTAGE



# LEGO RACER

# BLOCK BUILDING BRAND EXTENSION

hen we were kids we didn't have these fangled videogames, you know. We had a rickety old Scalextric if

we were lucky, but probably got by with un-powered toy cars. Thanks to Lego's ingenious attachable wheels you could even build your own, usually rubbish creations. Soon we'll be able to combine the modern delights of polygons with the living room vroom yoys of building in Lego Racer.



The idea is simplicity itself – use the pieces at your disposal to construct a motor and see how it gets on against others, hopefully built by your mates. Obviously, this is a game all about upgrades and two-player challenges. There's no confirmation of PocketStation compatibility yet, but you can bet your hind teeth on some sort of Memory Card challenge akin to *Gran Turismo*'s. Only not as good. Probably. *Lego Racer* will arrive next Spring.



Mmm, that seems to indicate a certain amount of give in the handling.

# PRO BOARDER

PHAT AIR, SIR?





Cool Boarders, anyone? X Games Pro Boarders features its own stunt slope.

M

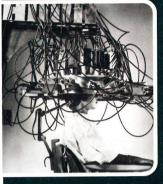
ake a slope, chuck some snow on it, strap yourself onto an expensive plank and you no longer need an engine

for proper racing action. Just let gravity take the load.

X Games Pro Boarder is Electronic Arts' first foray into the increasingly lucrative snow boarding market and looks set to give Cool Boarders 3 a run, or slide, for its money. As you'd expect, this is backed by a series of product pushing licenses. The X Games in the title

is from ESPN Winter X Games, the premier American snowboarding tournament, and there are also deals with clothing and equipment manufacturers like Burton and Morrow.

The polish doesn't end there. The soundtrack (in America at least) features such big names as the Foo Fighters and, um, Pennywise. Early indications are that an unspectacular control system will be bolstered by the best slope layouts yet seen in a snowboarding game. We'll be able to tell you more next year.



# TEST

What makes us tick so much faster when someone slips a racing disc into a PlayStation? Check out the psychology of racing games.

The first thing to note about racing is that it is so popular in the real world: motor racing is the most widely watched sport in the world.

During the 1997 Formula 1 season for example, 83% of regular, middle-income blokes between 16 and 34 (that's you mate) watched one or more of the races on show. Now, if

more of the races on show. Now, if you're watching racing on the telly, walking past the billboards advertising it, reading magazines promoting it and chatting about it in the boozer then there is no doubt that you'll be interested in simulating the experience on your PlayStation. Capische?

On top of th universality of motor racing; cars, speed and machismo have always been strongly linked. Ever seen a 17-year-old driving around the town centre on a Saturday? Drum 'n' Bass kicking out of the tinny stereo in their mum's Fiat Panda thinking they are, in some massive way, pushing the land speed envelope, ever see that kind of person? Yes you have - there are hundreds and hundreds of sadly deluded lads with the need for speed coursing through their veins. Eventually, for some, the dichotomy of Fiat Panda and fast-paced driving thrills will become embarrsingly apparent and they will look elsewhere for ways to satiate their needs. Er... Gran Turismo anyone? This game caters to the desire of cars, the desire for speed and status



Circuit Breakers get this and

symbol perfectly. Check out the singleplayer tournament: the better you drive the more cash you get and the more cash you get the better the car you get and the better the car you get the better you perform and... see the cycle? Play this once mate and if there is any red blood in you at all then you are IN THAT GAME.

On top of this there is the multiplayer element so successfully explored in *Micro Machines* and *Circuit Breakers*. Psychological tests have shown that multi-player games create greater and more violent reactions from players and machismo isn't about tea parties and doilies, it's about push and shove and so, yet again, you are IN THAT GAME.

On top of this there is the idea of the licence, people don't spend a fortune getting a licence just for the box art... although that helps because obviously, as in F1, you know all the drivers and all the tracks before you pick up and play. Added to this though is the fantasy element of wanting to BE your favourite driver. You might not admit to this (and you are wise to take that course of action) but a lot of folk like the world of pretend long after they have left their short trousers and temper-tantrums behind. Add all these factors together and you have an very good argument as to why the racing game is the game to play on the PlayStation. 'Fess up my friend, you are an addict.

We were speaking to Dr Mark Griffiths Reader in Psychology at Nottingham and Trent University.



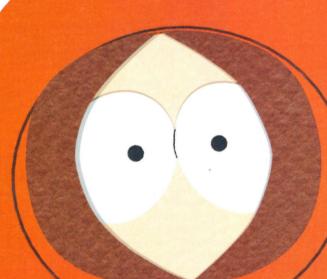




Look out for the GOLD-WRAPPEN CHRISTMAS SPECIAL







# LAUGH, SWEAR, DIE IN OUR KENNY-KILLING PREVIEW!

DOSTAY DREIMINGH

CHRISTMAS ISSUE ON SALE THURSDAY 26th NOVEM 24 1998

# Racing Line

- Reports from the Tokyo Game show concerning Ridge Racer 4. We. Can't . Wait.
- · News of the JogCon: we need a good, affordable racing joypad, and the plastic tat we normally get.
- · Legacy Of Kain: Soul Reaver - Tomb Raider for unrepentant goths. That's a recommendation, by the way.
- Race On! Namco's latest arcade with a pic of your own fizog on your car.
- We are STILL playing GTi Club, forsaking the boozer for the arcade. Best racer ever?

# **RACING LINE**

Hits and misses beamed direct from Planet PlayStation

# **RACING CRIME**

- . The amount of time it takes to actually get to race in TOCA 2, select tract, race, car...
- Spooky "motion captured" pit crew/man on a trolley in F1 '98

popular original somehow managed to

when released at the start of the year.

Perhaps this was down to the shocking

avoid the critical acclaim it deserved

graphics engine which developers UEP

wasn't that it wasn't fast enough; hardly,

this was one of the fastest games at the

time, but the dodgy landscapes gave the

game such a ropey appearance that few

deserved. Not so for Cool Boarders 3 this,

gamers gave the game the time it

Systems used to power the game. It

- The inability to damage your car in the ,ost realistic driving game ever: Gran Turismo
- The lack of a Wipeout 3 game, not Wipeout 3-style, actual Wipeout 3, until now.
- · Crime Killers it's a shooter, it's a driver, it's mission-based and you get to race in three machines. It's pump.

**Racing Crime** 



(1) Use the replays to check out where you went wrong. (2) Each time you pull a stunt the name appears on the screen. (3) Nasty crash ahoy. (4) The snow looks so much better now.

they've sorted the problem and boy does the third instalment look good.

The first thing a Cool Boarders fan will notice is just how good the whole game looks. The snow is very solid, the board leaves a beautiful trail as it cuts through the snow and glides over the ice (with sound effects). Said boarders have been

vou think. (2) 'And here's where I smacked into the ice.' Looks bad.



Looking at the course system it's pretty hard to believe this is the same series as this has had a major overhaul as well. Instead of having a lot of courses and a few special stunt tracks, CB3 introduces a system of six mountains with each containing the various racing courses. This will give the gamer 24 courses to play with. Yet another change comes with the courses themselves. Gone are the microthin tracks with only one route, now the courses are very open with plenty of

given a serious once over with the 'falling

into a crumpled heap' animation chucked

roll, fall head over heels or just put a hand

down for support. Where there might not

stunts themselves; there now seem to be

be so many moves though is with the

a lot less with even more complicated

tricks required to pull them off.

in the bin. Now the competitors tumble.

routes to choose from as you blast down the course. And did we mention they've included full Dual Shock support? It works like a dream. Keep an eye out for the Christmas release.

(1) Landing on ice isn't as dodgy as



# **RUNNING WILD**

the elephant expect this to go slower than the likes of the zebra (other animals include a bull and a panda). The action can be made more even with the useful addition of power-ups including the every present turbo.

The game opens with

three tracks to race
(snow, desert and city)
while another four can

be opened if certain tasks are completed. The courses are just a cast of you and five other races, each one is laden with obstacles, chicanes and all range of tricks to ruin a gamers race.

One of the most interesting features is the inclusion of the four player mode. Instead of the common two players on one screen affair this mode allows four gamers to battle it out without the hassle of link cable. A nice touch. The game should be available just in time to ask Santa for it.



YOU'RE A WILD AND CRAZY ANIMAL!

(1) The courses are rather tricky with obstacles designed to ruin your best time attempts. [2,3] The multi-player aspect is very important with a great two-player game.

# **BOMBERMAN RACES**

THE FAT FELLA IS BACK

ade famous by his bombchucking exploits on the early
Nintendo systems that fat
fella, Bomberman has had a
fairly rough time on the PlayStation so
far, what with the mediocre Bomberman
World being his best effort to date. All
this looks set to change though... get
rady to meet up with Bomberman
Fantasy Races.

or a long time racing games

the adult games but now it looks like developer 989

Studio's have finally started to think

about young gamers. 'Bout time too.

Unlike most racing games this one is

aimed straight at the kiddies with cuddly,

cars and trucks. Each animal has its own

personality and attributes so if you opt for

cutesy animals replacing the standard

have been the sole domain of

There has been a dearth of decent, character-based racing games recently what with the likes of *Megaman Battle and Chase* doing its damndest to ruin the genre irreparably. However, this

is Hudsonsoft we're talking about — they're not going to screw up are they?

Well, we hope not and looking at the early screenshots we've got we shouldn't have too much of a problem as Bomberman Races quite obviously shares a great deal of heritage with the classic Mario Kart. With armed karts ready to fire out the usual combo of bombs, bananas and boosts it looks like everything is in place for a top comedy racing game. Hudsonsoft aren't too sure about a UK release yet but we're going to get on the blower to demand it right now.



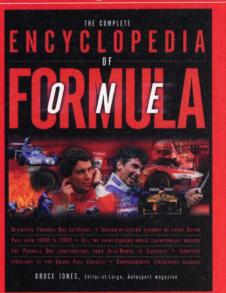


(1) The split-screen game is going to be a highlight of the racing action. (2) It does look rather cute but you shouldn't hold that against the game. (3) When you apply the turbo boost flames appear out of the exhausts.

# WIN 500,000...

...words about racing cars. We have 20 copies of *The Complete Encyclopedia of Formula One*, Carlton Books' latest tome dedicated to the world of Formula One and a copy is yours for nothing if you can just answer the tricky head tester below.

This massive book is on sale at all good book shops priced £29.95, it's got 200 photographs, contains every salient fact you could possibly need know about the sport and a foreword by the Patron Saint of Formula One, Murray Walker.



# THAT QUESTION (THEN):

If the book costs £29.95 and there are 500,000 words in it, how many words do you get for a quid?

Send your answers on a postcard to: Book Competition, Official PlayStation Racing Special, Future Publishing, 30 Monmouth Street, Bath, BANES, BA1 2BW



SKIM OFF INTERESTING CHIT-CHAT AND SERVE. INGREDIENTS: CHRIS GIBBS GUY WILDAY, RICHARD EDDY, ANDY SMITH AND ANDREW COLLINS





Words: Andrew Collins Pictures: Richard Robinson Location: Clos du Roy, Bath

# So what's your favourite PlayStation Racing game?

AS: It has to be Gran Turismo.

CG: It's eclipsed them all hasn't it?

**GW:** The depth is just amazing. It still amazes me just how many cars there are in the game.

**AC:** I'm a big fan of *Colin McRae* – it's exceptionally playable, the *Sega Rally* influence

exceptionally playable, the Sega Rally influence is obvious.

**RE:** I'm with Andrew on *McRae*. *Gran Turismo* was very glitzy but it's the dirt tracks of *McRae* that gives it a raw, rough, riding experience.

**GW:** Sega Rally was the real motivation behind doing it, the intention behind the whole thing was to recreate the handling, to get something that was that playable.

How long does it take to produce a game?

**GW:** In total it took us 18 months to produce *CMR*. The idea and the concept has been bouncing around Codemasters for a long time. **CG:** Again, 18 months, by Christmas the whole thing (*Rollcage*) will be finished. We had the full team (15 people) on the game for the whole time. When we took the game to Psygnosis they'd had the *Wipeout* brand, the *Destruction Derby* brand and this is the new product.

# Favourite Multi-player?

**A5:** My favourite multiplayer game is *Circuit Breakers* – it's a cracking game. *Micro Machines* broke the mould for this type of game.

**AC:** With *Micro Machines* it was a game that you found non-gamers playing.

**CG:** Do you think it was the game's sense of humour? It was accessible, it wasn't like 'I've got gears' – it was just stop and start..

**RE:** It is a very simple concept so anyone can pick up and play; it's essentially bumper cars. That's why it's such great fun to play when you've come back from a night out.

**AC:** It was the idea of just smacking your mates off the edge of the table – unbeatable – it's all about abusing your friends.

# Right, aside from *Pole Position*, which was the most influential racing game in history?

**RE:** Aside from *Pole Position*..? Ooo, toughie.

**CG:** What was the first 3D game in the arcade, where you sat in the cabinet and had gears? It has to be *Hard Driving*.

**AS:** It was the first game with force feedback.

**CG:** And it was the first to perfect 3D rather than use bitmapped 3D. This is the one that started the true polygon world for driving. But it wasn't a brilliant game.

**GW:** There was the novelty factor. It was new and unique, it was an experience more than a game – people played it just to try it out.

**AS:** Super Hang On was absolutely amazing and really took racing. It didn't matter that it was a motorbike – the speed and the feeling of

being there was tremendous.

**AC:** I'd have to go for *Virtua Racing* – that really showed what could be done with polygons.

**GW:** When that came out I was working in London and there was an arcade across the road and everyone at lunchtime would just go off there and play four- or eight-player games. It was like that for ages – it was a big deal.

**AC:** It was just the sheer sensation of racing. And the idea of all the viewpoints helped the game.

**GW:** From a multi-player perspective this was the first game to really take advantage of the number of seats. Suddenly you were competing with four mates.

# What do the panel think is the most important part of a racing game?

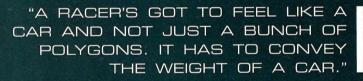
**AS:** Having realistic opponents, not ones where if you clip the grass when

if every time you clipped something you'd have predetermined rules where you could just take your hands off and watch the crash. The whole point about making mistakes is being able to correct them.

**RE:** And that CPU-controlled opponents aren't too predictable in their driving tactics; I reckon *TOCA 2* deals with this issue particularly well.

**CG:** To complicate it even more we are writing games, we're not simulating real life and if you do try and make it too close to real life the game players become real rally car drivers and you lose them again.

**GW:** With *CMR* the simulation was there but the key was to get it to play well. **CG:** That's very high on the list in today's market. People aren't going to accept a game which isn't graphically right up there – this counts for any



you're in front and 18 cars all a minute behind you come whizzing past. Now you can play games against real people. CG: You're right – that's where your adrenaline comes from, the feeling of real competition. For that to happen what's got to be right first and foremost is the handling. You get that right and people then feel that they are in control of the car. You might get behind in the race but you'd think that it was your fault - not the game cheating you. RE: Yeah, a racer's got to feel like a car and not just a bunch of polygons moving around. It has to convey the weight of a car authentically.

GW: The biggest thing for me was that

game genre really. The interesting thing, especially when you're working on licensed games, is that you're trying to get an authenticity and a realism. With *Rollcage* we've gone for a style and a feel but with *TOCA*?

**GW:** They've seen the sport, they've seen the cars and they have expectations you have to meet in the best way possible. It has to be as good as possible for them to be sucked in. **RE:** It's got to look as close as motor sport looks on TV – that's how people

**AS:** The graphics are crucial to get you in there and then the game should take over. No matter what game you play

are really used to seeing it.





"When I started playing computer games, I only dreamed of the kinds of games available today."

you don't pay too much attention to graphics once you're enjoying the game. These days you can't even get people to play the game.

# What did you think when you first saw *Gran Turismo*?

**RE:** I was just starting work on marketing *TOCA* when I saw the first screenshots and I thought 'Damn'. But in the end it wasn't an issue because *TOCA* made last Christmas and the advent of *GT* just fuelled the whole realistic motor sport craze anyway. But *GT* is spectacular and was a good, well planned exercise that created a new 'wow factor' that the PlayStation needed.

**CG:** I remember the whole *Rollcage* team watching the replay and applauding it, getting quite excited. **AS:** Jawdropping. I couldn't believe what they were doing with the machine. And the great thing was, once you started playing you realised there's a hell of a game underneath it as well.

**CW:** I picked up the controller and it felt like you were driving a road car. I can imagine this is what it would be like to take a road car round a race track.

# Where are racing games going now? Just more and more realism?

**CG:** You can split games into two groups. For licensed products the

authenticity is what you're after all the time. And then for games like *Wipeout* and *Rollcage* you think 'what's going to give me the fun?' – the 'wow factor'. **GW:** Within the simulation area, the realism is getting closer and closer. We

took the game (*CMR*) to the Auto Show and one of the guys from the Ford Motorsports team tried it and said: 'Oh my God it's got lift-off oversteer.' All the mechanics are in there. A punter will play it and enjoy it but a driver will start to see all the true-to-life features in it. **CG:** One thing I'd like to see more of is the environment influencing the race. Like traffic and things on the side of the

the environment influencing the race. Like traffic and things on the side of the tracks. We've got the power now to give the game Al so we should make sure we use it.

**RE:** Driving in environments you already know comes back to my London idea.

**AS:** I'm sure people five years ago were asking where they should take games next; when you see *Gran Turismo* it all comes clear.

**GW:** When I started playing computer games I only dreamed of the kinds of games available today.

**AC:** I used to think how great it would be to have an arcade machine in the house and now they're 99 quid down the shops.



# **Chris Gibbs**

Job: Managing Director of ATD.

Quote: "I remember the whole

Rollcage team watching the Gran

Turismo replay and applauding it,
getting quite excited."



# **Guy Wilday**

Job: Producer for Colin McRae Rally. Quote: "One of the guys from the Ford Motorsports team tried Colin McRae Rally and said: 'Oh my God it's got lift-off oversteer".



# **Richard Eddy**

**Job:** Publicity for *TOCA*, *Colin McRae Rally* and *TOCA* 2.

**Quote:** Gran Turismo ... created a new 'wow factor' that the PlayStation really needed."



# **Andy Smith**

Job: Editor of Futuregamer Quote: "No matter what game you play, you don't pay too much attention to graphics once you are actually enjoying the game."



# **Anderw Collins**

Job: Staff Writer, Essential PlayStation, Official PlayStation Tips

Quote: "It (Micro Machines) was the idea of smacking your mates off the table ... unbeatable."















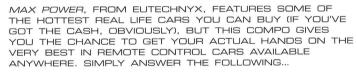
Each of the cars comes with its own custom carry hold-all, all controllers and every running accessory you could wish for. These are top of the range models we're talking about here.

A £600 customised petrol remote control car, including carry case and all accessories

- + A £400 electric remote control car, including carry case and all accessories
- + Five copies of Total Drivin'
- + Three copies of V-Rally Platinum
- + Eutechnyx denim Shirts and mugs











# QUESTION:

HOW MANY PENALTY POINTS CAN YOU GET ON YOUR DRIVING LICENSE BEFORE YOU'RE BANNED?





A) 12 B) 11 C) 13

SEND YOUR ANSWER, ALONG WITH YOUR ENTRY VOUCHER\* FROM THE CD PACKAGE ON THE COVER TO:

COMPOS, OFFICIAL PLAYSTATION RACING SPECIAL 30 MONMOUTH ST BATH BA1 2BW

\*Check out our other compos on pages 13, 25 and 38 If you want to enter these as well include your answers along with your voucher too. You might as well enter them all then, really...

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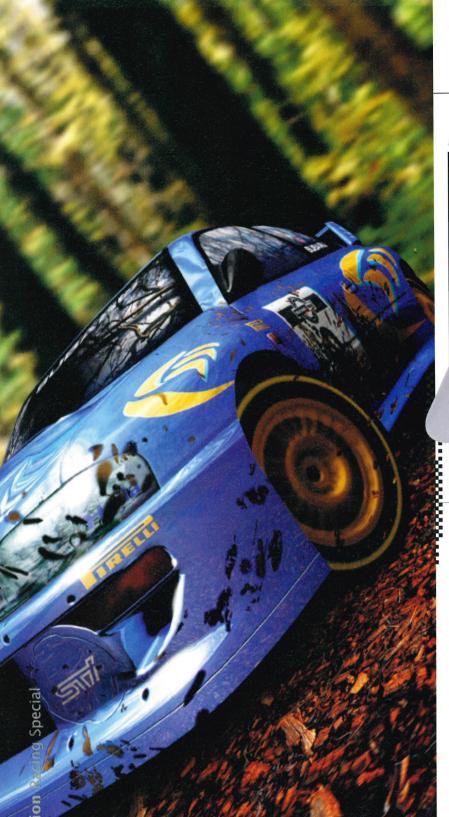
RACING GAME MADNESS

The autopilot in Wipeout 2097 that always seems to crash you into the wall immediately after it shuts off.

RACING GAME MADNESS

hundreds of miles down the motorway then pulling into the services for a break and playing a driving game in the arcade.

ক্রি Official UK **PlayStation** Racing Special



# ANALOGUE ACTION

An essential part of truly enjoying a PlayStation driving game involves the binning of the trusty old digital controller in favour of sexier analogue trickery.

Driving with a conventional D-pad is monumentally artificial if you think about it. Your front wheels are either straight on CD-pad unpressed), or turned a fixed distance left or right with each tiny pad push.

An analogue pad allows you to do every tiny amount of turn from straight on to full lock left or right with a push of the stick. This is much more like real driving where you spin the wheel the more you want to turn. The result is that you can guide your car around corners in one fluid motion (rather than tapping the D-pad to keep it on line) and you can turn farther than before - ideal for snapping the car out of potential spins in GT, TOCA and Colin McRae.

Similarly, a steering wheel is a much more controlled, um, control method, providing you can actually get the blessed thing to stick onto a table AND secure the pedals. If you have the space and patience this is THE way to play racing games.







The racing game first manifested itself in arcades as cumbersome, mechanical device that owed more to Heath Robinson-type bells and nulleys than it did to silicon and polygons. This was Top Driver, a game which featured a wall-

paper-like roll of 'track' being swept under a model car which the player could move left and right. Deviate from the track and an appropriate crash SFX was played, drowning out the whirr of the motors and cogs for a second. Shocking stuff.

Far more like the racing games we know and love today was the first all electronic game. It was an Atari game, created in their post-Pong heyday, by the name of Sprint, Sprint allowed two players to play simultaneously via vast bus-like steering wheels on the front of the oversized arcade cabinet. The game was a simple matter of steering primitive blocky F1 cars around simple top-down viewed tracks. The game spawned many home computer rip-offs and an Atari spin-off VCS cartridge, Indy 500.

The racing games first foray into 3D was a similarly Atari VCS creation, Night Driver. A black screen (hence

THE RACING GAME'S FIRST FORAY INTO THREE DIMENSIONS WAS NIGHT DRIVER.

# RACING GAME MADNESS

**Pulling** an opponent's joypad out of its port as you go neck and neck into the final corner.

**Need For Speed was** the original performance car sim.



# RACING GAME MADNESS

**Cursing the** countdown at the beginning of Gran *Turismo* races which takes all of four seconds) for taking too long.

# CLASSIC CARS

**OPSM**'s all time favourite PlayStation rides

**Nissan Skyline** Gran Tur **Built like a bus but** with the capacity to move like an excited weasel. Ideal for racing and taking the wife and kids to the zoo.



Pink Mappy Nippy and fashionably Japanese hot-hatch made all the more remarkable by it's frightening paintjob and outlandish name.



Ferrari 355 d For Speed Red as plum tomatoes and as fiery as chilli sauce. The decadent but effective choice for the racing connoisseur. With too much money.





task as long as certain golden rules are followed. Sure, you want fast, smooth, gorgeous graphics (and perhaps an official licence o endorsement from a star driver) but you also need each of the following more elusive elements in there too.

## Collision Detection

An absolutely vital part of any racing game. Collision detection spots if you impact with other cars or scenery. It's the one facet of the game that enables players to feel that the events on-screen are real. Bad collision detection allows you to drift through opponents, would allow cars past when you *know* you'd just swerved in front of him to block him and, perhaps worst off all, would send you careering across the track when you were bloody miles away from that barrier.





Teacher's pet: Gran Turismo – pixel perfect Class fool: Impact Racing - don't worry, just drive through them!

## **Realistic Opponent Al**

Playing a racing game is all about winning. You want to cross the line before any of the CPUcontrolled cars and *beat* the game. But what if the game's Al isn't fully formed? What if it

speeded up the CPU cars to match you regardless of how good (or bad) you were? What if you thought you were miles in front when suddenly a car goes speeding past you at a million miles an hour? Suddenly the game is cheating. Because it can't create an accurate enough model of how your rival cars should drive it resorts to trickery to give you an exciting race. And how do you feel? Gutted, tricked and you never want to play the stupid game again.





Teacher's net: TOCA Touring Car - they're out to get vou Class fool: Peak Performance – where did that car come from?!

## Music and sound

A very much underplayed part of driving game design. Music can be a crucial aspect in conveying speed and excitement. Wipeout 2097 officially certified block rockin' beats, the Ridge Racer series mind-pummelling techno, even the widdly-widdly euro rock of the Formula games, each sells the player a little bit of magic. A little bit of atmosphere that gets the heart racing just that little bit faster. The engines must roar just right. The tyres must squeal authentically and the co-driver and commentator must not sound like samples being pulled off CD despite being exactly that. Not convinced? Try playing your favourite racer with the sound down





Teacher's pet: Rage Racer – fierce techno for a fierce game

Class fool: Gran Turismo - you sure that Ash soundtrack works?

# Handling (feel)

The most elusive of all driving game assets. It's possible to spend months developing your 3D engine, perfecting your scenery, modelling your car then bringing all three together so that Monaco (say) moves past your shiny F1 motor smoothly and quickly. However, without proper handling and feel you've got a picture of a car in the middle of the screen and lots of polygon scenery gliding past it. You're not on the track. You're not *really* driving. It doesn't *feel* like a car. You don't want to play this.





Teacher's pet: Gran Turismo - blissfully responsive controls Class fool: Penny Racers - NOT driving

# **RACING GAME MADNESS**



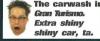
fools the three lap counter and you can clock up a higher speed.

'Night') was home to two columns of flickering white posts, which became further apart the further down the screen they came. At the base of the screen was the 'car' which was steered left and right between them. As if that wasn't exciting enough further excitement could be added with a flick of the 'game option' switch, enabling chunky cat representations to occasionally slide down among the poles. These could either be dodged, or, if you were bored, deliberately flattened to the accompaniment of a blood-curdling electronic shriek.

The next big step was vet another Atari creation - only this time with the actual coding being taken care of by an infant Namco. The game was Pole Position, perhaps the

POLE POSITION COMBINED THE 3D EFFECT WITH BRIGHT, COLOURFUL, REALISTIC GRAPHICS AND ADDED OPPONENTS TO RACE AGAINST.

# **RACING GAME MADNESS**



most influential driving game of them all. It combined the 3D effect with bright, colourful 'realistic' graphics. It added opponents to race against and, perhaps most importantly of all, it was an actual driving 'sim' - albeit a terminally primitive one. Once this 3D precedent was set countless other games sprang forth. Perhaps most famous (and most copied) was Sega's Outrun, pushing the 16-bit arcade tech-

nology to its sprite-shifting limits, scaling both rival cars and rolling chunks of scenery towards the player swiftly and smoothly.

After a few years of multifarious and highly bland Outrun rip-offs the racing game discovered the polygon. The first polygonal driving game - and with a good shout at being the first polygonal game - was Stunt Car Racer for the Amiga. Gone were the bright colours, detail and speed of the sprite-pushers and instead huge slabs of dull angular track and sky took their place. On paper - and to

the eves of the less imaginative - it was a step backwards but the polygon scenery, no matter how primitive, gave the game a 3D solidity, far more real than any cartoon depiction of car and track could ever be. It was universally accepted as a classic.

The less powerful 16bit consoles had to make do with the likes of Ayrton Senna's GP (Sega MegaDrive) Nigel Mansell Grand Prix (SNES) and, better than the pair, the still brilliant Super Mario Kart

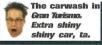
## **RACING GAME MADNESS**

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Pole Position 2: at the time we couln't believe it.





Felony 11-79

Act out your dearest

Italian Job dreams. A

into a contemporary

Japan riddled with

scenery to smash.

sixties classic beamed

Porsche Boxster Porsche Challenge The classic hairdresser's car provides a neat turn of speed and, as an added bonus looks exactly the same from both ends.



Subaru Impreza Colin McRae Rally **Another family motor** masquerading as a far sportier model. Reneath that sales rep skin lies a monster. If it's good enough for Colin...



RACING GAME MADNESS

and which you can

take without

slowing down.

Writing down

on a bit of paper which

corners you need to brake on

# LET'S OFF-ROAD

Operating on the periphery of the driving game is the ever swelling number of games that take their motors off the tarmac and into the trees. Often quite literally.

These rally games demand a different type of reaction and skill, one where a slip of the D-pad doesn't result in a loss of speed but a full end-over-end smash up.



## /-Rally

The daddy of them all. However, too twitchy handling scares off all but the most persistent grapplers. If you can cope the pure rewards are obvious.



## Rally Cros

An initially highly rated but really slightly shabby American effort whose cars look (and handle) like giant roller skates. Which is clearly not good.



## Total' Drivin

It's a bit of a curio this one. While there's plenty of tarmac on offer there are frequent dirt tracks to tussle with too. This is one of our favourites.



## **Test Drive 4x4**

An absolutely shocking mess. The cars look like bread vans and they handle like them too. Low-speed van racing anyone. Quite, quite pointless.



## **Colin McRae Rally**

The king of the offroad racers. Currently unequalled in terms of handling and feel. And there's shedloads of tracks and cars too.





(1) We don't care what you say. No racing game has ever really bettered Ridge Racer. (2) Unless, of course you count Sprint or Super Sprint.

(SNES). However, despite great success, technically it was realised that polygons were indeed the right way to go.

The game to really make the next generation leap was Sega's seminal *Virtua Racer*. Yes the polygons were only shaded (texturing polygons was too great a hardware demand at the time), yes the scenery was dull but *Virtua Racer's* Model 1 arcade board had the power to shift tens of thousands of polygons around the screen in a trice. Add to this the first instance of a force feedback steering wheel and you've got a global arcade hit.

As Sega began work on a sequel Namco released a rival. That game was *Ridge Racer*, the first textured polygon racer and, to the millions of arcade players around the world, it was quite simply the best racing game ever created. Unfortunately it didn't rule the roost for long as attention was drawn away by Sega's *Virtua Racing* successor – *Daytona USA*. While *Daytona Racing* was a far more simplistic affair than the complex power-sliding demanded in *Ridge*, it did have arguably better graphics and – in arcades that could afford the machines – a 16-player link-up game. *Ridge Racer* quickly fought back with a

EXTRA HAZARDS INCLUDE DEAD-ENDS AND THERE'S EVEN A SLALOM SPIN THROUGH SOMEONE'S GARDEN IN THE



two-player (plus rear view mirror) game, *Ridge Racer 2*, but by then *Daytona* was cleaning up.

The battle was to continue onto the new 32-bit consoles but here, thanks to better hardware and infinitely superior programming skill Namco's exquisite *Ridge Racer* conversion (complete with bizarre NegCon analogue steering device) soundly trounced Sega's shambollically rough

Four short years (and countless *Ridge* wannabes) later driving fanatics are tucking into *Gran Turismo* – the PlayStation's best racer yet. However, given the genre's long and varied history, *OPSM* reckons that the best is yet to come.



Driving from any view other than the in-car for 'amn;s' view and thereby ruining the sensation of driving, Tsk.





(1) Colin Mcrae Rally – the game that dared to match Gran Tusismo. (2) Almost. Despite what anybody says, is by far and away the champ.

# THE NEXT BIG PLAYSTATION RACERS

Early '99 will see the release of a succession of racing sequels.

In France Infogrames are working on the successor to the fine Land recently Platinumed V-Raily J. V-Raily 2 is rumoured to retain the frighteningly twitchy handling of the original game that made it both exciting and damned tricky in equal measure. An all-new bevy of cars and an even larger number of tracks are promised. Of course.

Gran Turismo fans will be counting the days to the release of the currently hush hush GT2, possibly even in time for Christmas in Japan if rumours prove to be true (we'll keep you posted). GT2 aims to conquer every facet of motor racing this time around by including offroad rally-style tracks and cars in addition to a new selection of tarmac tracks and cars.

And there are even whispers of a successor to Gremlin's *Motorhead*, the excellent future-

racer which, like *GT2*, also takes at least some of the action off-road. *Colin McRae* – you've got a lot to answer for.

And we haven't even touched upon the exciting prospect of *Ridge Racer Type 4* (see page 14 for details), potentially the greatest racer THE WORLD HAS EVER SEEN.

Expect all of these games to go head-tohead in the shops (and in *OPSM*) in the new year. We're looking forward to it.



## DON'T JUST READ ABOUT IT... EXPERIENCE IT!



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ISSUE 39 ON SALE FRIDAY 30 OCTOBER

# Deficial UK PlayStation Racing Special



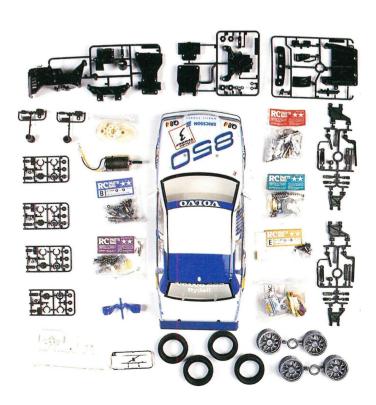






The Gamester Dual Shock Wheel is the first to create fantastic rumble effects from Dual Shock coded games (now including Platinum TOCA 1, as well as TOCA 2). You can actually feel every

## bump, knock, collision and spin as the wheel shakes and vibrates in your hands. Top Of The Range Tamiya Remote Control TOCA Cars Gamester Steering Wheels



TO CELEBRATE THE RELEASE OF TOCA 2 CODEMASTERS HAVE TEAMED UP WITH GAMESTER TO OFFER SIX LUCKY WINNERS ONE GAMESTER DUAL SHOCK STEERING WHEEL PLUS ONE VERY

GROWN-UP R/C CAR. THAT'S £250 WORTH OF RACING FUN EACH. THE CATCH? YOU NEED TO ANSWER THIS ...

WHAT ON EARTH DOES BTCC STAND FOR?

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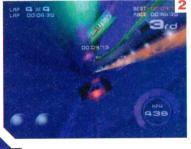
## **PREPLAY**

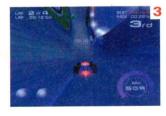
A SNEAK PEEK AT THE GAMES ALMOST READY FOR THE SHELVES. IS IT LOOKING GOOD OR IS IT LOOKING TERRIBLE? PSM:RACING SPECIAL GIVES YOU THE LOWDOWN.



Faster than Wipeout, bigger than Destruction Derby. It's no surprise that Psygnosis have big things in mind for their latest racer.







Rules Racing - the whole idea is to drive incredibly fast in an explosive race where the cars are totally indestructible. If you crash and spin

in the air it doesn't matter, just get back on line and hit the throttle,

even if you land upside-down these

Right, so we've got the basic idea of the game; it's a game set in

the future, featuring ultra-fast racing and huge, continent-

destroying weapons; sounds like

Wipeout, we branded it a swear

it would be compared to Wipeout

so we have made every effort to deliver a completely different

freedom to drive the cars off the

coupled with the cars being able to

flip over and keep going gives and

intense 'rough and tumble' appeal."

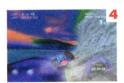
gameplay experience.... The

track and all over the terrain

word in the ATD office for the duration of development. We knew

the natural successor to Wipeout to us. "For all the respect we have for

cars will keep going."





hen the PlayStation was first launched the huge sales could be put down to two games, an arcade perfect copy of Ridge Racer and the

hugely impressive Wipeout. Just 12 months later Wipeout 2097 found its way onto the shelves winning critical praise from anyone who played it. With this success in mind you would have thought Psygnosis would have churned out sequels one after the other but they've shied away from this... until now... almost... until Rollcage.

PlayStation stardom is Rollcage. Hailing from little-known developers Attention To Detail this reversible car-chaser looks set to give Psygnosis more than a little success. To find out more about this most promising of games we spoke to Stuart Tilley, lead producer of Rollcage, to get the inside gen on one of the hottest games of the new year.

To get the ball rolling, we asked him to describe his game: "No

Their latest franchise set for

When you first get a glimpse of the "cars" you notice just how huge their wheels are, dwarfing the body. This might look a rather frivolous addition, one for the design







**Attention To Detail** STYLE: Racing/Shooter Sim

■ RELEASE DATE:

March 1999

■ PLAYERS:

One or Two Players



(1) The lighting effects are damn fine with great light trails as the missiles blast by. (2) The shoulder buttons fire the weapons. (3) More fantastic lighting effects. (4) And you thought the previous shot was impressive. (5) Exploding buildings are a great way of getting a few yards between you and the following pack, fie away and watch them tumble. (6) Not all buildings can be destroyed, some refuse to be blown up. [7] Rock ahoy!









students, but from the first time you land roof up yet keep belting along at 500kmh they prove to be a great addition to the game's style. To get the game to feel right the team spent a lot of time working on getting the physics of the car spot on, making sure everything felt right: "The game boasts the most realistic car vehicle physics of any racing game," Stuart said, "we built a completely accurate model of a car, taking into account most of the factors that affect the behaviour of a real vehicle."



(1) All the missiles are auto-lock on so you can fire 'em and forget 'em. (2) Squint and it looks like Pole Position.

This is all well and good but surely the idea of the game is not to be like real cars, after all you're supposed to be able to knock down building after building as you blast through their foundations at 500 kmh - not that realistic is it? "It was obvious that we would have to tweak some of the values to make Rollcage a playable racing game... For example, the cars have more grip than any real-world car (allowing them to perform powerslides at 600kmh!) It was the honing and tweaking of this physics system that makes the car so worthwhile to drive."

Once the team had sorted the physics of the car they thought they would have a lot of problems slotting the inverted car idea into the game but this proved to be simple. Where they did have to work hard was with the camera angle: "This was very difficult to get right. As you can leave a track, drive upside down or get shot into the air by a missile, we were very conscious that the player could easily get disorientated. It has taken nearly a year of tweaking to get the game camera right."

All this fancy Dan physics would be bloody useless without some

#### THE PRODUCER TALKS

Stuart went on for ages about the game that he so obviously loves, and well, it's his job to talk about it... so we asked some questions, nipped off down the pub and found this when we came back.

This is quite a different look at the racing genre. What other games, if any, did you look at when you developed the idea?

Sega Rally is one of our favourite racers, but inspiration for the game has come from so many different sources. We looked at nearly every race game in existence (with Hard Drivin' in the arcades being a notable title) However, it was playing with a remote control car that ignited the spark to have the cars flip over in-game.

Racing games often die on their two-player games. Tell us about the multiplayer aspects of Rollcage please. We have always felt that the multiplayer aspects of the game are crucial to the long term enjoyment of a race game, an aspect in which Sega rally shone. Nothing beats the rush of racing head-to-head with the person sitting next to you, it was with this in mind that we designed some tracks especially for two players. Using horizontal or vertical split-screen, two players can compete not only on the 10 tracks from the league competitions but also on 3 specially designed multiplayer tracks (and also some extra special hidden tracks). The Rollcage engine also ensures that the action keeps up at 30-fps even on split screen with all the effects and action of the league competitions. Players who look hard enough will find the four deathmatch arenas hidden in the game...

What's your favourite bit of the game - which course, veapon and so on?

The most enjoyable thing about Rollcage is the extreme situations that occur. For example, shooting down a floating advertising board and driving underneath it just before it explodes on the floor, and then being pushed forward by its explosive force, like a surfing a wave. Or taking all the speed pads on the ceiling of one of Neoto City's tunnels and then flying along upside-down and airborne, above your opponents with all the skyscrapers passing you by pointing downward! Often, members of the team stay behind late at work just to play the game!

What can you tell us about this rumoured 60 frames a second, *Gran Turismo* style mode? ...erm...don't know what your talking about...honest

guv....

You've almost finished *Rollcage* – what is next up for Attention To Detail?

Rollcage releases in March. Later in the year Gremlin will release our next game Gabrielle: The Dark Angel which will soon be making its way onto PlayStation. We are also developing a sports game based on the Olympic Games in the year 2000 for PlayStation, PC, Dreamcast and N64. This will be something VERY special. And of course there were many ideas that we did not have time to incorporate into Rollcage... watch this space...

sterling tracks to scream around. Fortunate then, that the Rollcage developers included cracking courses in spades. They start off simple enough with wide open circuits crammed with enough debris to make even the most simple Sunday stroll in the sun a reason for serious safety issues. To add to some very twisty courses the track designers have added the usual variety of trackside details from palm trees to piazzas but this wasn't enough for them they wanted more... they wanted great

## **IPREPLAY**



More explosions, death and mayhem. What else do you want from a top quality racing/action game. Result

spaceships which force you through the course at top speed or huge meteorites which crash into the course: "We saw Armageddon and were inspired," jokes company MD, Chris Gibbs.

Rollcage proves to be a rather generous beast when it comes to the number of tracks in the game. To start with there are 11 main courses which can be raced in single- or two-player game. On top of these there are four deathmatch courses, specifically designed to include as much face to face blasting as possible. And if these

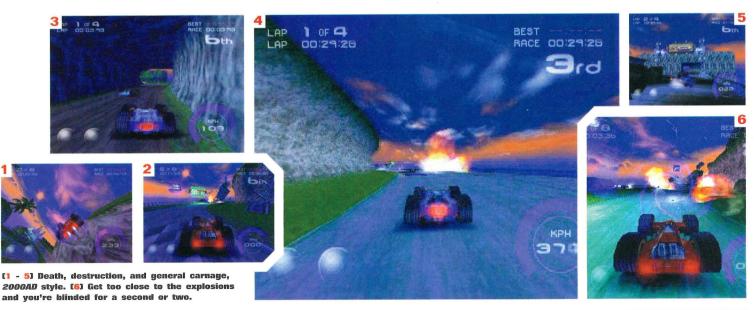
weren't enough there's a practice course and a further three time attack circuits.

Like certain other futuristic racers which ATD don't like ustalking about, the Rollcage racers come crammed with ferocious weapons. Our favourite was the superb Wormhole. Not only did this vastly improve your chances of winning the race, it looks bloody marvellous too - a great shimmering effect. Other greats include a missile which locks onto the weak points in trackside structures, covering the course in



Keep driving long enough and you can watch the sun rise. Now would that be a top weapon. Hmm... Sun Deathray.

debris, and a superb Timewarp missile which drags the car in front of you backwards until they are behind you.





(1) Look out for the arrows if you lose your sense of direction. (2) Ah, beautiful trees.
(3 - 4) The symbols on the bottom left are your weapons. (5) A welcome inclusion of the colour green. (6) Different road surfaces effect the traction of the cars.









DEST DOCUMENT OF A LAP OR OLD SIDE OF A LAP OR OLD

(1) It's really kicking off here, keep out of it.
(2) Firing a weapon is very satisfying, just make sure they hit. (3)
Turn the page, it's easier to read that way. (4) Hmmm... this doesn't look too clever.
(5) When you go through the tunnels watch out for power ups on the roof.

To finish off perhaps the greatest collection of weapons since *Quake*, ATD have introduced a system where you can double the effect of each weapon if you have two loads simply by pressing both shoulder triggers. This guarantees serious injury to any other cars foolish enough to get in the way.

Oh, and did we mention all the

huge tunes included on the soundtrack? Stuart reckons the tunes could be bigger than any other soundtrack: "We are just tying up all the loose ends on a deal which will give the game about 15 top drum 'n' bass and dance tunes by many very well known artists." We heard the soundtrack and it's a belter – we'd love to tell

you what is on it but the tracklist is currently shrouded in secrecy.

So, is Rollcage worth saving your Christmas money for? Well, it's going to take someone with the patience of a saint not to spend up before the March release but it should be worth the wait. Now, what about Wipeout 3 then?

Andrew Collins











#### O POINTS

- Fantastic soundtrack. Bangin' choons.
- Huge course variety with one-player and Deathmatch courses crammed in.

#### POINTS

• Can be confusing if you lose control.

#### ADVANCE WARNING

The version we've played was damn near complete and looks great. With the 20 courses it looks like there's going to be a lot of gameplay on the shiney disc. This could be one of the high hits of next year with top racing action. Just you watch.

## **PRE**PLAY



based on '70s crashploitation movies. Crashploitation?

ith a 14-year track record, a 40-strong team and two massive game series behind them (Shadow of The Beast and Destruction Derby1 & 2), Reflections already cast a large shadow in the games industry. But as founder Martin Edmonson points out, the company is not sitting on its laurels, and it was while working on the original Destruction Derby that the idea for Driver was first mooted. Says Edmonson: "The actual inspiration came from playing around at the cross roads in DD1 and thinking it would be good to enable the player to drive across real junctions complete with traffic lights. This led to the idea of simulating car chases in real cities, since car chases in films have always been popular." Who would have thought that such a simple idea would have been such hard work? The game's human resource count adds up to a full-on 20 months of development time, 6300 man days and around 57,000 man hours across both versions.

The game's aim is to bring to life all the car chases that Hollywood has given us over the years and then let us join in. The game is also, thankfully, set in the 70s, with lumpen, tank-like cars; hunks of steel belching out sun smothering fumes. So many of the racing games at the moment feature silky, Evian-sipping cars that mince around like Wayne Sleep in silk slippers and soon these will be the only petrol-driven vehicles in existence, so hurrah for time travel. The team have given the cars handling dynamics that, says industry mogadon mag Edge, "are an astonishing feature, and easily challenge

We don't know about you, but we're gagging for this game to get a release

Gran Turismo's level of realism." As there are collision points placed all over the car, those lush crash scenes we play these games for are set to take on an extra dimension too.

The pleasure gleaned from car game crashes has been noted by Reflections and they have tried to include as much detail as possible as well as all manner of reference to Hollywood influences: garbage is stacked at the end of alleys, hub caps fly off your wheels and your car rocks with direction changes. On top of this there is a director facility which we asked Martin Edmonson to explain: "The chase is automatically filmed, and then as it is replayed you are able to stop and insert, or edit the camera. These can be fixed



(1 - 4) Handily

stacked cardboard

boxes at the ends of alley ways capture the

brilliant late '70s car

chases of Starsky and









**Driving/Chase Sim** 



position, moving, focus change, locked to cars, in-car, fixed or moving point of interest - basically anything you've seen in a film - like low level shots down the back alley 'Starsky and Hutch' style. If you can't be bothered to set up cameras on some of the shots, you can ask it to suggest one, or get it to auto direct the entire chase."

The director option is an add-on and it isn't a necessary part of the mission-based game where your tasks range from tailing gang-land bosses to picking up heist merchants and generally being the meanest and coolest driver in whichever city you're 'at'. There are



game has taken up a lot of the team's time as they try to capture the reality of cars.

four locations, all of which contain 30km of roads and around 150,000 buildings. The job of mapping the cities was massive and wasn't helped by Reflections' thirst for detail. Two game designers were sent off to San Francisco, New York, Miami and Los Angeles to collect hours of digital video footage and take thousands of photographs. Driving round the cities the pair had two cameras, one pointing forward for a better 3D view of the surroundings and another camera with a high shutter speed pointing out to the side to get the textures right.

The cities were laid out using road maps and although there has been some artistic licence, the roads are pretty much where they are in real life, as are the key buildings. The game's verisimilitude is bolstered by the inclusion of a certain amount of AI for the civilians. They follow the rules of the road, stop and indicate at lights, indicate to overtake but keep to the speed limit, even, occasionally, have accidents.

The game isn't released until March 1999 but looks set to be the next standard bearer for the PlayStation. It will also be interesting to see where the game goes next, Reflections like doing sequels and it would be a shame to drive off into the distance after just one outing - who knows where this could lead.

Simon Kirrane



#### O POINTS

- Aimed at the racer.
- New namenlay elements
- Top quality graphics.
- Cinematic replays.

#### POINTS

- · We still have to see the game at work.
- There are a lot of chase games already.

#### **ADVANCE WARNING**

The amount of chase games that have anneared on the PlayStation over the last 18 months is huge and not many have been any good... if *Driver* can break the mould then we'll all be happy. if it falls in line though it will be yet another let down.

Official UK PlayStation Racing Special

## **PREPLAY**



Bouncing through forests, screaming through deserts and slicing through tundra's... no, you're not a mincing queen, you're a top driver. Alright?



high speeds in cars and not worrying too much about dampers or suspension.

The major feature of the game is that it's an arcade racer, a game for the purist who likes powersliding around corners rather than spending half an hour

IF YOU CRASH A CAR AT ANY SORT OF SPEED IT'S USUALLY A WRITE-OFF. . . THAT'S NOT MUCH FUN choosing the kind of wood you want the dash to be made out of.

Nevertheless, there are around 20 variable elements to the cars that allow you to tailor your car to the way you drive, so you can get a deeper level of enjoyment from the game without having to spend too much time away from the track. And the aim of all this driving is to compete in a full season's racing

and win the Car Constructor's Championship in whatever level of car you are racing in. There are 24 cars, split into four different categories (GTI Amateur, GTI Pro, Performance Amateur and Performance Pro). The reason for the split was so that the level of performance and challenge stayed true to reality - an entry level GTi car would never keep up with a



Arcade Racer



[1 - 60 As you can imagine many of the development team have been sent out, cameras at the ready, to capture the look and feel of the circuits they have covered and there is no small amount of excitement concerning the graphics here in the office. Added to this the cars all look the part and, with the fullyreflective surfaces look set to compete with the best racers out there.







#### PAST WATERFALLS AND ANCIENT TEMPLES, THROUGH MIST-SHROUDED RIVER BASINS ...

highly tuned performance model for example.

The game has you hurtling around exotic courses, past waterfalls and ancient temples, through mist-shrouded river basins and over arid desert plains. And, of course, this is also part of the plan - for example the mist uses variable vertical density so that it is a fine mist that gradually envelops the car at the river bed, reducing visibility to nil and then fades out as you race up the other side of the valley. The environment is also helped by the inclusion of realistic night-time driving and jungle vistas with vines hanging down over the front of your windscreen.

There has also been an effort to include as much realism as possible with the cars. "We spent a lot of time speaking with companies such as Marcos, Toyota and Mitsubishi to ensure we represented their cars properly" says Kev Shaw, Eutechnyx PR manager and, after gleaning the manufacturers specs, performance

data and stats the cars were designed to have all-over reflective surfaces that would take and show any damage incurred.

There had to be a accommodation made between the realism of the cars and the fact that we all want to play good games. As Kev added, "A lot of time was spent ensuring we achieved the right balance of realism and playability when it came to the damage effects. In reality, if you crash a car at any sort of speed it's usually a write-off. However, that's not much fun in a game, so we compromised a little to include damage that

would punish the player for driving badly but not result in him being unable to complete the race. That was probably the toughest part of the game's development."

The hi-res game has been a tough job all round for Eutechnyx and in the nine months of development it has seen a team of 20 kept busy, but the team did manage to speed things up considerably with the use of Mapper, a system which applies texture maps directly to the meshes. Other routines were developed too but the team reluctant to discuss those.

With good sponsors (Dunlop, NGK, Castrol and Ferodod ....), the programming methods and good communication with the manufacturers the team appear to have covered all the bases to ensure a highly playable game Simon Kirrane



#### O POINTS

- Full-on collision points.
- Reliable damage representation.
- Good handling
- High level of detail.
- Realistic night races

#### POINTS

Too much design, too little game?

#### ADVANCE WARNING

Our only major worry is that there could be too much emphasis on how the game looks and not on how it works. Our version handled OK and looked smart enough for release but there are doubts about the full version and whether it can live up to the competition of Gran Turismo, and the imminent release of *Ridge Racer 4* 



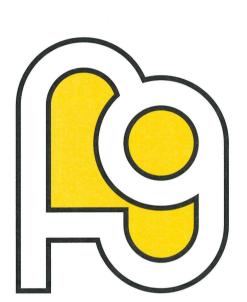


The talk of the town in racing games is lightsourcing and good replays...





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## Pil aly Tie's t

(1) Red means stop, green means go. Very fast indeed. (2) Plenty of argie-bargie action takes place. Nudges are fine, but drive dangerously and you're docked points. (3) Those race options in full. (4) Nice sky. (5) Replay mode, not a nasty smash! (6) Chase cam'. (7) Life on the open road. (8) Oops.











## Toca 2

### Rumbling around Silverstone in a Volvo may sound rather dull. But just imagine it with 280 BHP squeezed under the bonnet and things start to look up.

#### **TOURING THE CARS**



Team Honda Sport. 290 bph on tap, odd colour scheme.

round about the third race in this year's Formula One season the conversation down the pub of a Sunday evening was starting to get rather predictable. "Who won the Grand Prix, then, eh?" "Oh, a first and second for McLaren, again."

It was about that time that motorsport fans started looking elsewhere for their thrills. Sure, the season hotted up later in the year, when Ferrari finally managed to get its braking system together, and Schuey started to perform, but those early races were really rather dull. Languid, even.

And so it didn't take long before some profound knowledge started circulating: "Hey, you should really check out the Touring Car racing on Grandstand come Saturday afternoon – it's a hoot." And, indeed, a 'hoot' is a rather apt description for sixteen saloon cars that've had tens-of-thousands of pounds' worth of suped-up engine, gear system and suspension crammed into them, chasing each other around shortish circuits, occasionally knocking eachother off the track. Oh yes, a hoot indeed.

The Touring Car Championship is motor racing as it should be, not some media circus where everybody knows the result before the starting lights have winked out. Sold? Good, then read on.

New and old fans of Touring Car racing should have a go at *TOCA* – the original Codemasters release that featured such competition on the PlayStation. Many of you probably have. That, too, is something of a 'hoot'.



The Renault Laguna above is just as easy as the Volvo to crash, especially in the wet. 290 bph means mucho power to those wheels.

With this second game, the Codies have attempted to bring more than just Touring Car racing to a game about, um, Touring Cars. Indeed, there's provision, now, for driving a raft of different vehicles around the country's

"HEY, YOU SHOULD REALLY CHECK OUT THE TOURING CAR RACING ON GRANDSTAND ON SATURDAY AFTERNOON - IT'S A HOOT."

#### **TOURING THE CARS**



Audi's A4. Nothing like the one your dad drives.



■ AGE RESTRICTION:

VOLVO

■ RELEASE DATE:

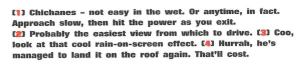
■ PRICE:

£44.99

TIME

■ STYLE:

Racing sim









many race circuits, including AC Superblowers (Cobras, basically), Jaguar XJ220s, TVR's concept Speed 12s and even the three-wheeled Grinnall Scorpions, like the one that Roger Cook drives around our neck of the woods. But more about this later.

Also new is a tweaked graphics engine, that makes the game look a bit smarter, but not much, and which speeds the frame rate up - Codemasters now claims



Got to change those tires, too - a change is mandatory in feature races.



It might be one of the extra courses but this is perhaps the best track to test just how good you really are. It's a little tough.

a rate of 60 fps, compared with 30 for the original release. And that boosted rate means smoother, faster graphics - something we like very much when it comes to racing games. These graphics, it's important to mention, run in hi-res mode, rather than the dowdyold low-res of the original game. Additionally, there's a new battle mode of play, which basically means you drive around the track the wrong way while trying to avoid on-coming traffic (like no one didn't do that in the original game anyway - or any other racing game, for that matter), and you can now link up no less than four players in certain race modes, with two players/TV in split-screen. Basically, there's just about every type of race to compete in, though most of the time you'll probably be having a quick blast with the Single Race mode, or go for one of the two Championships.

#### TOURING THE CARS



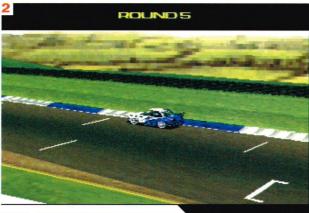
**TOURING THE CARS** 

A Volvo S40 Sport not to be confused with an aged 340.

THERE'S JUST ABOUT EVERY TYPE OF RACE TO COMPETE IN, THOUGH MOST OF THE TIME YOU'LL. . . BE HAVING A QUICK BLAST WITH THE SINGLE RACE MODE.

## Pll aly Tie's t





(1 - 2) The replay mode, though visually impressive, is not a patch on that featured in *Gran Turismo*. (3 - 4) It does, however, give you a chance to see where you went wrong.

#### **TOURING THE CARS**



The Ford Mondeo – another 290 bph monster machine.

**TOURING THE CARS** 

The AC Superblower

is a tricky fellow to

get hold of.

Other improvements include more tracks, twice as many in fact, with foreign circuits included for International events. Plus, there's more commentary. As well as Tiff Needel's comments on the courses, the championship positions and the like, we've now got race commentary from our pit teams, telling us when to pit in, how we're doing and occasionally asking us if we're okay after a nasty smash. The car models have

all been reworked, too, with the significant advancement of transparent windows - now, for the first time, you can actually see the other drivers in their cars as they're thrown about their cockpits, not that you'll have much time to admire the view, as you fight against being thrown about yourself.

That's about it for the major differences between TOCAs 1 and 2, so let's take a look at the game to be played. Right then, the Championships... The TOCA Championship is the proper Touring Cars one, though it differs from the first TOCA game because the 1998 Season Rules are slightly different. Each of the 13 events consists of two stages (races, in other words) - a short, 'sprint' race, and a long, 'feature' race. For each race you're allowed just one lap for qualifying (rather than three, like last year), and during the long race you have to make one pit stop for tyres during the mid-section of the race. It's pretty vital that you have achieve a decent qualifying time for the shorter of the races, because they're over before you know it and you've not got much time for overtaking, especially on some of the narrower courses.

As you go through the season you amass points which count towards your Championship total, though be warned: the game system chucks you out of the Championship if you don't score a requisit number of points during each event, so one duff 'weekend' and

#### **TOURING THE CARS**



Peugeot's new 406 featuring tastful gold paint. Lovely.

#### CARD WARS The Car's The Star **Top Speed** 137 MPH 0-60 5.4 sec Weight: N/A BHP: 297 BHP Price: Handling: Smooth and reliable, this will get N/A If you need any evidence it has, at the time of press, won the BTCC. So it *must* be the best car. Nasty little paint-job and it isn't terribly better than any of the other cars in this category.

TRY IT ON NOVICE LEVEL AND NO
MATTER HOW WELL YOU DO,
YOU'RE STOPPED AFTER THE
THIRD EVENT.



the nose of one of those funny, three-wheeled Grinnall Scorpions. And above, qualifying at the infamous Donnington.



## Toca 2



#### **TOURING THE CARS**



Pathetic! It's a little Ford Fiesta. Only a very quick one.

it's all over, as with the original *TOCA*. Additionally, you can only go through the full Championship in the harder difficulty settings – try it on Novice level and no matter how well you do, you're stopped after the third event.

If you really want to get the most out of a

crash, drive the wrong way around the track and try to get the other cars to hit your doors.

As an added incentive for doing well, Codemasters

#### has programmed in a number of cheat modes and bonus tracks that are revealed as you progress – providing you get high-enough points, of course. These bonuses include things such as new driving modes and more cars to race. Fun stuff, and worth the effort.

The other Championship mode is the Support Car series, and it's here that those other, non-Touring cars we mentioned come in. You start off the series with a Ford Fiesta and Formula Ford car, with which you can amass Championship points. Get enough and one of the 'locked' cars is revealed, get yet more points and the other eight-or-so cars become available, with suitable points-margins between each. It's a 'more you play, more you get the play with' system that gives *TOCA* 2 added longevity, though there is a fear that the amount of points you need to unlock some of the more powerful cars are so great, that only the most dedicated of games players would ever get there.

#### **TOURING THE CARS**

it, chances are he's gonna win the race. (5) The replay's 'blimp' view. le, the one the sponsors don't like very much.



This Lister will go down a Storm. Yes, very poor pun.

#### **TOURING THE CARS**



A bit like a go-kart, really. Climb into a Formula Ford.





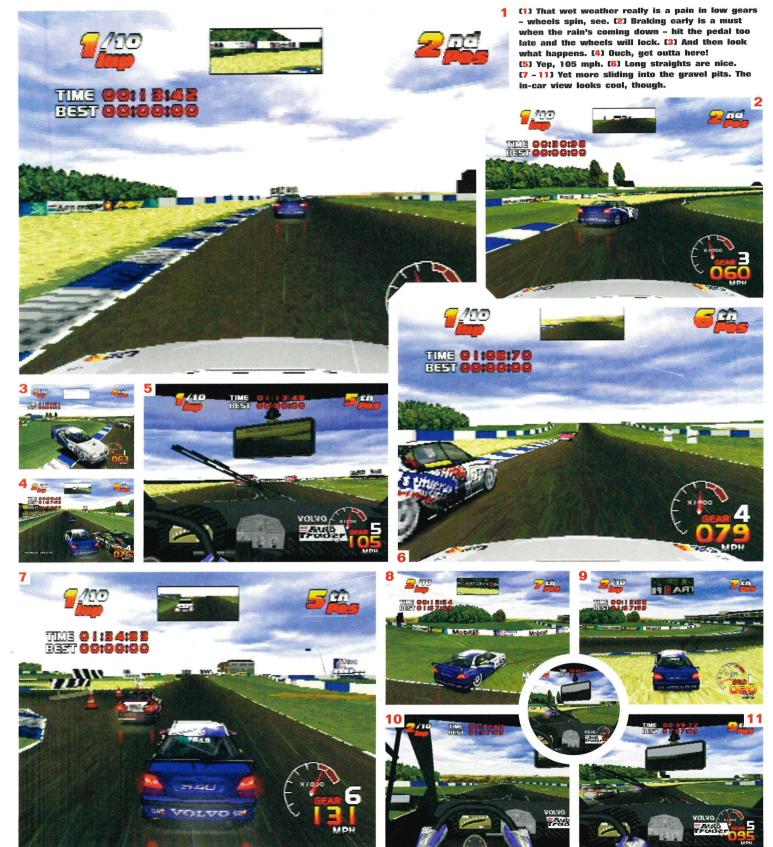


#### **TOURING THE CARS**



Roger Cook drives one of these. Really. We've seen him.







## Toca 2

[1 - 2] Check out the rear-view mirror. Essential. (3) The glass is gone, but no worries - less weight. (4) That light-reflecting-off-road effect is cool, not that you get much chance to admire it. (5-6) It means: go right. Generally best to follow signs.















#### ALL THE ADDED EXTRAS CERTAINLY MAKE THIS NEW GAME A BETTER AND MORE REALISTIC TITLE TO PLAY.

Still, by bringing this support car challenge to the basic game, Codemasters has opened-up the appeal of TOCA 2 over the original by giving you something else to go off and play with if you tire of Touring Cars for a while, without you having to get up and change discs entirely. Does this support car business actually work well? Admittedly, it does seem a bit tacked-on to the main game, and the full Touring Car Championship is more fun to play through, but on the plus-side it does give you the chance to drive cars that are more than two-times as powerful as an 'ordinary' Touring Car -

#### **TECHNIQUE**





Although it looks flash, powersliding isn't the quickest way to get around a tight corner you scrub speed off in doing so. Better to brake hard in a straight line, and power out.



concept. Scary.

that Speed 12 from TVR kicks out more than 700 bph, boys and girls, and that makes for a pretty serious 240 mph supercar.

All the added extras certainly make this new game a better and more realistic title to play when compared to the original, though in pure excitement stakes there's little in it. The two games were compared head-to-head for the purposes of this review, and to be honest, the first game still cuts its generous share of mustard. And baring in mind that TOCA 1 is now on the Platinum label for just £20, deciding which to buy would have to be a very carefully considered decision. But if money isn't all that important, and you want the best, then

#### **TOURING THE CARS**



The 220 mph XJ200 from Jaguar. Looks better in silver.















this new release is the one to go for. The guys at Codemasters have gone to an incredible level of effort to now only bring TOCA 2 up to date with the new season's rules, but they've also added a hell of a lot to the game, and the attention to detail is astonishing - you even get bug-splats on your window screen from the in-car view, for instance.

When compared to other racing games available,

(1) Even though it only has a motorbike engine from a BMW to power it, the Grinnall **Scorpion** is mighty fast. (2) Handles like a bastard, though, at the first corner of this race everyone, all the CPUs went off the track. Well, near enough all of them. OK, OK, just me. (3) Plenty of driver info, should you be interested.









(1) It's very easy to get into a nasty situation and crash... particularly if you're driving along the course in the wrong direction. (2) Before all the races the cars line up so you can see just how many cars are taking part. You get a lovely widescreen effect too. (3) When you use the in-car view if you push down on the D-pad the 'driver's head' will move to check the mirror. Neat touch. (4) Each track has it's own info box. Look for the top times.



#### **MEET JASON PLATO**

e caught up with Jason Plato who drives his Laguna for, deep breath, Nescafé Blend 37 Williams Renault, and left him this questionnaire, which he filled in while our backs were turned... with a rather thick biro too.



Which circuit in the championship is your al favourite Donington Park

b) least favourite, and why? Knockhill - not technical enough (too slow)

Is there any one circuit or corner that gives you nightmares? Any jinx? Course not.

is there too much or too little argie bargie in the BTCC? It's just about right actually.

What do you think of the relaxing of the argie bargie

rules in the BTCC? It needed to happen. It's a tough game and (the argie bargie) would go on even if the rules weren't relaxed so they had to.

How similar is the BTCC Renault Laguna to the roadgoing version?



It's like comparing a Cessna 140 to a Hawk Fighter jet!

Have you ever driven a road going Laguna around a circuit, how did it compare? Yes, we do a lot of PR days. The road-going Laguna is great on a track. Very balanced, forgiving and fun to drive fast. A great car.

Sum up your season. What and where were a) its peaks Winning at Oulton Park

b) troughs Two non-finishes at Thruxton. Did the tussle between your Swiss team mate Alain Menu and Vauxhall's John Cleland affect you in any way? No. I thought it was funny!

What are your plans and goals for the 1999 season? Make a good start to the season, win races and then the championship.





[1] You can choose from a wide variety of vehicles to race. Here are the TVR V12's, (2 - 3) And here are the Formula Ford cars very fast. [4] The first sign of damage is a cracked windscreen. (5) You can have as many or as few dials as you want. (6) This course looks tricky but is rather easy.



then things get harder. In our mind, GT is still the best racing game money can buy, and the off-tarmac experience of Colin McRae's Rally is, well, more fun. But we certainly would buy TOCA 2 over any of the Grand Prix titles out there, and that's saying something, given how well Psygnosis has managed to capture the excitement of Formula One with F1 97, let's just not mention their latest outing (OK, see page 70 if you must know). Basically, what it comes down to is preferred style of play - Touring Car racing is grittier and more aggression than Formula One, and this translates well into videogaming. If that gets your juices flowing as a concept, than get hold of TOCA 2 and you won't be at all disappointed.

**Original Score 9** 

Paul Pettengale



Racing Special I LIFESPAN:

VERDICT ■ Handling:

■ GRAPHICS: ■ GAMEPLAY:

7 8 ■ Speed: 8 Spills:

While TOCA 2 is an improvement on the original game, the new cars do feel a bit tacked-on. It's still one of the best racing games out there, and lots of fun.





Official UK PlayStation Racing Special





If having SOME SCOTS GEEZET screaming "Two left. Don't cut. Rocks," in your ear sounds like a drugs reference out of Trainspotting to you, then you haven't quite got the hang of rally driving.

through the course.

ustralia. Deep in the outback. You're driving a souped-up Subaru Impreza doing over 100mph. A cloud of dust plumes out behind you and you've got Colin McRae's co-driver, Nicky Grist, sitting beside you talking you

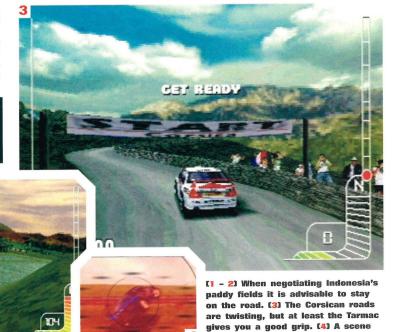
"Two right. Caution. Jump," he shouts, straining to be heard over the engine's incontinent rumble. Just in time you start to translate the coded instructions in your head. That means there's a right-hand bend coming up, it's roughly 30 degrees and that you should be careful because there's a... Woooooaaahhh! ...difficult jump straight after it.

After the car has been righted and put back on the track, and the small crowd of laughing aborigines has dispersed, you take stock of the situation. Luckily you've only lost about four seconds (well, it is a game), so

EACH COURSE IS EXTREMELY TOUGH AND CHALLENGING, AND THERE ARE VARIED TERRAINS TO LEARN TO DEAL WITH.

you leap back in the car and set off again, determined to pay more attention to what Nicky says in future.

Colin McRae Rally is a hoot. In places. In other places it's one of the most intensely frustrating, hair-pulling, vicious, vindictive swines of a game you've ever played. But that's simply the difference between screaming through the Australian outback and ploughing through the Swedish snow plains. You see, this is an international game. There are eight parts of the world to travel to



from the exciting and noisy intro.





00:59.24



■ STYLE:

Rally driving











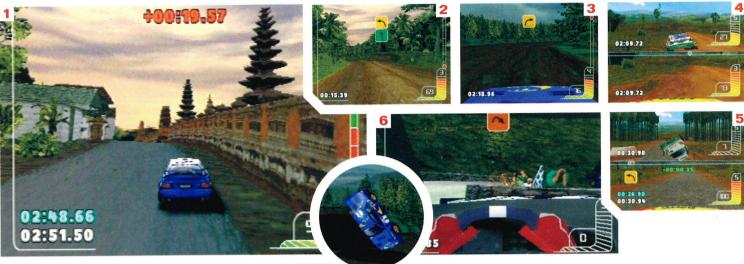
■ PUBLISHER:

- DRICE

■ RELEASE DATE:

■ AGE RESTRICTION July 1998 £44.99

None



(1) Hopefully the occupants of this village are safely behind closed doors. (2) Listen to your codriver and use the onscreen arrows as a back-up. [3] The bonnet view gives a good indication of just how knackered your car is getting. (4,5) Twoplayer split-screen races can be played in several modes and, yes, Arcade mode puts vou both on the track at the same time, (6) The in-car hands, as first seen in *TOCA*. [7 - 9] More of that impressive intro sequence.







and race around (see the highly informative panel below) and each has its own, and for once very distinctive, atmosphere and challenge.

The game is based around the same engine that powered TOCA Touring Car Championship (page 109), Codemaster's previous winning racer. This is still some people's favourite racing game, however flash Gran Turismo may be. It's a good solid racing game with moments of brilliance. The handling is excellent for a start, which is particularly important in simulating a sport where the power slide is the favoured method of turning corners, and the handbrake turn the preferred method of turning tight ones. It also needs to cope with the differences between types of road surface and

IN PLACES IT'S ONE OF THE MOST INTENSELY FRUSTRATING, HAIR-PULLING, VICIOUS SWINES OF A GAME YOU'VE EVER PLAYED.

#### TRAVEL THE WORLD, MEET INTERESTING PEOPLE. DRIVE PAST THEM

Colin McRae Rally takes you to eight different countries in your quest for the World Championship. Here's a quick guide:

#### **NEW ZEALAND**

million Capital: Wellington Roads: Gravel and mud Common hazards: Walls and sheep

Beautiful rolling hills and fairly easy circuits make New Zealand an ideal place for the beginning driver.



#### GREECE

Population: 10.3 million Capital: Athens Roads: Dusty gravel Common hazards: Peasants and ouzo

Nightmare mountain goat tracks and stunningly distracting scenery make Greece a bit more of a challenge to tackle.



#### **MONACO**

Population: 0.03 million Capital: Monte Carlo Roads: Snow and Tarmac Common hazards: Royalty and yachts

This is where things start to get difficult. Horrible slippy-slidey ice conditions and mountain roads make this really tough.



#### AUSTRALIA

Population: 7.7 million Capital: Canberra Roads: Just about Common hazards: Kangaroos and cricket balls

The most fun by far. Glorious sweeping gravel roads that fly over humps and jumps. You'll want to go too fast.



#### SWEDEN

Population: 8.7 million Capital: Stockholm Roads: Snow and ice hazards: Cold and elk

Hateful, hideous, slippery nonsense. Get the car to anywhere near a heady 50 moh and vou're off the road



#### CORSICA

Population: 0.25 million Capital: Bastia Roads: Twisty Tarmac

Common hazards: Barriers and feuding brothers

Twistier and turnier than a twisty-turny thing, Corsica is a real test for the boy racer with its fast. all-Tarmac surface.



#### **INDONESIA**

Population: 187.8 million Capital: Diakarta Roads: Sand and mud Common hazards: Trees and ex-dictators

Sandy beaches and dense, tropical jungles provide for some of the most varied and exciting racing around.



#### **ENGLAND**

Population: 48.5 million Capital: It is, old boy Roads: Snow, mud, Tarmac and gravel Common hazards: Hikers and ex-Spice Girls

Fittingly, the finale is the toughest of the lot with a huge variety of road surfaces and some very narrow roads









Oz – Half a mile of gently undulating straight, followed by a 90 degree right, through a tiny gap between two railway coaches. Nasty.



(1) The water effect is amongst the weakest in the game – and it's still pretty smart. (2) You've just been overtaken by a caravan - that can't be good, can it? (3) Don't ask us. (4) Lots of lovely tarmac. You'll quickly learn to appreciate its gripping properties. (5) The Indonesian stages feature many trees, all of which are harder than they look. Be careful.

#### WHEELY GREAT

With the increasing variety of PlayStation controllers out there on the market, we thought we'd take a quick look at four of the most popular, and find out which one works best when you're playing Colin McRae Rally.

#### 1. SONY PLAYSTATION CONTROLLER



This works all right, but is pretty difficult to get precise control with. You'll end up repeatedly dabbing at the D-pad as you try your best to take a racing line on corners.





#### 2. SONY ANALOG CONTROLLER WITH DUAL SHOCK



An improvement on the ordinary controller, but there's so little movement available with the thumb joystick that you'll find it extremely difficult to gauge corners properly.







#### 3. NAMCO NEGCON

01:30-23



Hard to get used to, but once you've mastered it, the best. There's lots of movement in the twist, so precision cornering is easy. You've also got analogue acceleration and brakes too.









#### 4. GAMESTER PSX WHEEL WITH RUMBLE FORCE



Gamesters lovely all-round steering wheel is the first on the market to be Dual Shock compatible (just). It's a tad pricey obviously but build quality suggests it'll last forever.





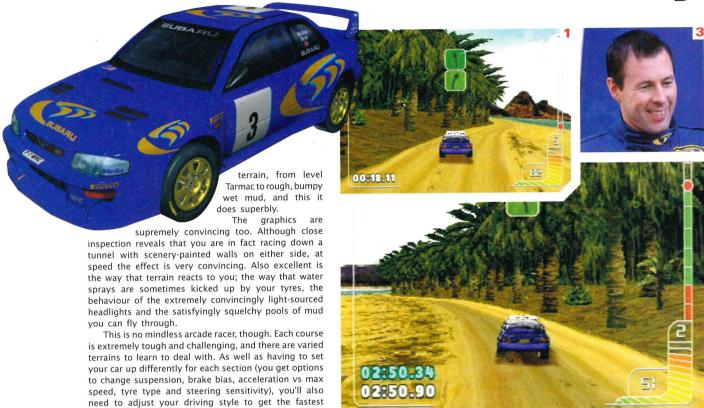






# Official UK PlayStation Racing Special

## Colin McRae Rally





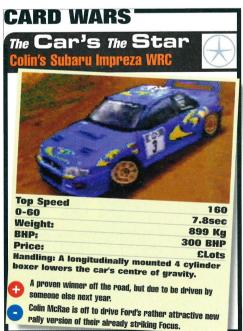
THIS IS NO MINDLESS ARCADE RACER, THOUGH. EACH COURSE IS EXTREMELY TOUGH AND CHALLENGING. . .



(1) The Subaru Impreza
World Rally Car in
action. Someone else
will be driving it next
year - Colin's off to
Ford. (2) There's plenty
of scope for yawning
and fidgeting mockery if
you finish the twoplayer race first.



times. For example, you learn which terrains encourage you to let the car drift and which require you to fight





#### SUPER. SPECIAL. SMASHING.

Recently introduced to the International Rally Championship, the super special stages are a great chance for spectators to see some real head-to-head action.

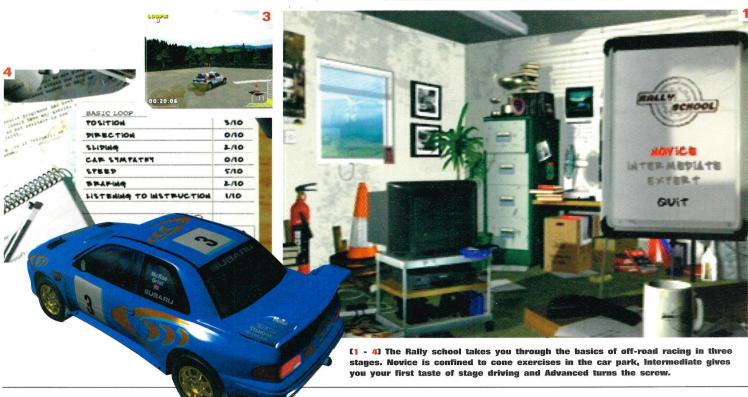
There are four such stages in Colin McRae Rally, one each in Greece, Australia, Corsica and England. If you manage to win a super special stage, you'll be allowed access to a new car. The prize for winning in Greece is this lovely Ford Cortina Mk II. And the other prizes? That'd be telling.



THIS IS AN EXCELLENT GAME, THE ONE THAT TAKES THE OFF-ROADER TO THE HEIGHTS OF FUN THAT GRAN TURISMO ACHIEVED.

## Cheats O0805.77 Enter the following as your name... Buttonbash - Power accelerator Nightrider - All night stages Directorcut - Allows you to play with replay Kitcar - Turbo boost (press Select) Moreoomph - Double engine power





## Colin McRae Rally

COLIN MCRAE RALLY IS AN

EXCELLENT GAME, THAT FINALLY

TAKES THE OFF-ROADER TO THE

DIZZYING HEIGHTS OF REALISM. . .

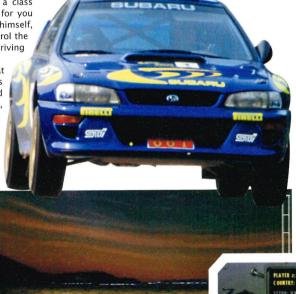
hard to get the car to corner. You also need to learn to listen *extremely* hard to what your co-driver is saying, rather than assuming you can go it alone. He has the information that will make the difference between racing success, constant, hideous crashes, and learning to interpret his coded instructions is a very real part of the game.

To help you get on the way to becoming a class rally driver, there is an ingenious rally school for you to attend, with instructions from the maestro himself, Colin McRae. Here you'll be taught how to control the car and how to adapt to various different driving conditions – all vital info for the races ahead.

Colin McRae Rally is an excellent game, that finally takes the off-roader to the dizzying heights of realism and fun that Gran Turismo has achieved for the road racer. At its higher levels this is, in fact, a harder game to play than GT, and will require all your concentration and wit to defeat it, but then rally driving is just about the hardest type of racing you can do, so that's probably fair.

Original Score 9

Steve Faragher

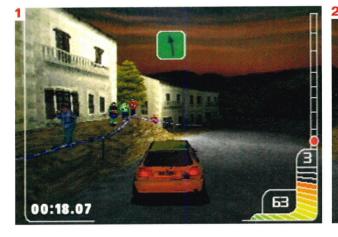


(1) The night stages present a real challenge. The trick is to pay very close attention to your co-driver's instructions.
(2) If you don't this can and will happen.
Lots. (3) The car setup and repair screen gives you a set number of time units to 'spend' on fixing and tweaking your car

between stages.

HAYER Z: HAYER Z

CONTRICT AND THATE CAN THAT CONTRICT CONTRICT CAN THAT CA





The very first stage, and generally a relatively simple one, but we're confident that you'll struggle to match our best time...



10

8



VERDICT SPECS

■ GRAPHICS: 9 ■ Handling:

01:05.00

■ GAMEPLAY: 9 ■ Speed:
■ LIFESPAN: 9 ■ Spills:

Colin McRae Rally pushes the boundaries of the off-road racer to somewhere near the Gran Turismo mark. Every racing fan should buy it.

. 9 out of 10





(1) The in-car view provides the racer with frighteningly fast action. (2) Driving the slower saloon cars is good grounding for when you graduate to the real beasts. (3) One of said beasts is this muscular Yank.
(4) The Japanese aren't so flash.







## Gran Turismo

The racing game where the only thing missing is the smell of burning brake discs is finally here.

Get ready for the drive of your life with Gran Turismo...



eading through any of the American PlayStation magazines prior to the UK release of the game, or browsing the dozens of games review sites on the web, and chances were you'd find the odd critique of *Gran Turismo*,

a Sony title that, then as now, was touted as the game of 1998. Another driving game, *Gran Turismo* is not – it is the best of the several dozen similar titles available in this format. Or, at any rate, every review

you might have read thus far would have had you believe this is the case.

It's rare, though, for a game to live up to such hype. And *Gran Turismo* has had its critics – people who rightly pointed out that the music in the Japanese version was dire and that, at least in the bog-standard





Set your suspension to max stiffness and lowest ride height, have the stiffest anti-roll bars and lots of camber for the craziest replays.







■ PUBLISHER:

■ PRICE:

£44.99

SCEEt ■ DEVELOPER:

STYLE:

In-house

May 1998 ■ AGE RESTRICTION:

**Racing Sim** 

#### NAME THAT BADGE

There are 10 companies which have agreed to license their model types to Sony for *Gran Turismo*, representing car makers from Japan, America and England. Here's the complete list, and the top car from each showroom. Lovers of marques such as Porsche and Ferrari might be disappointed.



The Aston Martin is an exceptional motor car.



Flash, muscular - the Viper from Chrysler is superb.



Blackpool-based TVR shows off its best model.



Prefer purple? You can change the car's colour.



Faster than the Mazda, but way off the big performers.



Another Japanese marque, the greatest Mitsubishi.



The Skyline can be tweaked to more than 900 bhp.



Superb NSX, though PSM prefers it in canary yellow.



Colin McRae swears by the Subaru. They pay him to.



The Corvette can be tough to drive around the bends.

Arcade mode, the game ran a little too slowly. Both are fair comments; both aimed at the Japanese release.

In answer to those criticisms, the UK PAL release is runs approximately 25 per cent faster. New music, including tracks from Ash and Garbage, was included, all mixed up by beat-meisters The Chemical

Brothers. The core of the game remains the same, though, with minor additions (a few extra cars from Aston Martin and TVR, fr'instance), a couple of omissions and, of course, English text.

So, what makes GT different from all the other racers on the market? For starters, the graphics. You can't fault Gran Turismo in the instant gratification stakes - you see it moving and fall in

love. Instantly - we have found no exception the this anywhere ever. The attention to detail is frighteningly good, with virtually no pop-ups, screen glitches or clipping errors, thereby ensuring the track, cars and scenery are all totally solid and believable. And the speed at which you travel? It's not only quick, but also realistically quick - you can really tell the difference between a Nissan Primera and a Dodge Viper, and you can even subtly appreciate the differences in perceived

speed when you gently tune your car to

squeeze a little more power from its engine. Likewise, the sound of the engines is so entirely right it's hard not to believe you're sat in the cockpit of one of the, oh, 300 or so cars that are built into the game. Yep, that's right - there are hundreds of models to choose from in GT, and in the

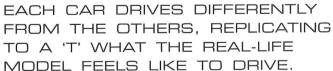
Simulation mode (which was called Gran Turismo mode in the Japanese version of the title), each one can be tweaked and upgraded in several dozen ways. Each car, and each variant of each car, drives differently from all the others, replicating to a 'T' what the real-life model feels like to drive.





One of the sexiest of the 'minor' features of the game is the GT twoplayer mode. Here you and your rival each place your memory cards, with your GT saves on them, in the two slots in the PlayStation. Wait a couple of minutes and the individual, tweaked cars that are in each of vour garages appear in a list, enabling you to race your tuned reation against those of your pals. How cool is that?







Official UK PlayStation Racing Special









(1 - 3) One of the most interesting aspects GT has introduced to the interactive gaming world is the non-interactive, let's just watch that one more time factor. The replays are so good that even if you aren't racing mates you have to watch again and again. [4] The 'Rumble' Analog pads works with GT too.

## Total Resord 48078007 Gastest Lap 12088000 Lap Time 1:340770 1021-394 0:1-2:636

#### **POWER TO THE PEOPLE**

The really fast cars in *GT* are, well, bleedin' expensive, but there is a cheaper way to serious amounts of power: take your second-hand banger and tune the knackers off the thing. It's essential to build a rounded machine – there's no point being able to hit 150 mph if your brakes aren't able to slow you down enough to take the next corner. And that's why there are no fewer than 10 categories of equipment you can play about with on a *GT* car. Most of those categories have further divisions so there are, in fact, a total of 19 different parts you can alter. Take a bog-standard Skyline, say, and you can reduce its weight, up its engine parts and turbocharger to produce 912 bhp Crather than the standard 280 bhpJ, give it racing brakes, suspension and tyres and even paint it in a racing colour scheme. Providing, of course, you've got the money...













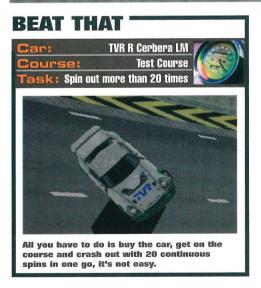
So, is that just a myth? Well, this particular reviewer can't claim to have driven every car GT boasts, but he has driven around 10 of them extensively, from the relatively slow Honda Prelude, through the fairly porky MR2, to the awesome Nissan Skyline GTR V-spec, and can assure you the *Gran Turismo* representations are absolutely bang on. This is an incredible feat of programming.

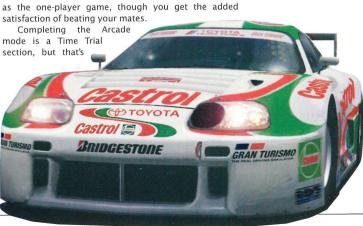
But it doesn't matter if the driving experience is correct if the game's no fun to play, does it? Thankfully, *Gran Turismo* far from disappoints in this department.

As you've probably already gathered, there are two basic modes of play: Arcade and Simulation. The Arcade mode is split into one-player races, where you choose a car from a limited selection of vehicles and race through an initial four tracks. If you win these, you earn goodies, such as more tracks upon which to demonstrate your racing prowess. It's all fairly jolly and light hearted, and if this was all *GT* comprised, you'd be perfectly happy.

In addition, though, there's a two-player mode, where you race split-screen over a distance of between two and 30 laps. This is every bit as fast and as furious

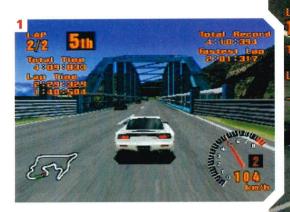
IN ADDITION, THERE'S A TWO-PLAYER MODE WHICH IS EVERY BIT AS FAST AND AS FURIOUS AS THE ONE-PLAYER GAME.







## Gran Turismo





The High Speed Ring will be the first place you master before you move on to more demanding tracks.

pretty dull, as is the whole Arcade mode when compared to the Simulation mode. This where the immense depth to *GT's* gameplay becomes apparent. In this element of the game, you're initially confronted by a map of a city. On that map is your home, garages for 10 car manufacturers (see the 'Name that badge' box), a car wash, a licence test centre, a car-testing track and the Go Race area, from which you can access the five types of race available in this mode.

Going straight to your home, you notice you've got 10,000 credits to spend, and no car, so it's off to the city's showrooms searching for a motor. You quickly realise that 10 grand isn't a lot of dosh, so you have to opt for an underpowered, second-hand motor with which to break your driving teeth. A quick visit to your own garage (which is at your home, naturally) gets you some basic information on your car's statistics and model history.

Now it's off to the races. And you immediately hit upon a problem. All the decent, money-winning races are restricted – you need a racing licence, and what's more, there are three grades of licence for the differing race difficulties. So you need to visit the city's licence centre and take a series of exams, each of which tests your abilities in basic driving skills (or at least, they're pretty basic for your bog-standard 'B' licence, but they get a lot harder when you're trying to earn an 'A' licence or the super-tricky 'International A' certificate).

After spending a few hours getting your B licence, you get a bit tired of testing your abilities against yourself, and at least now you've got access to some of the money-earning races. So it's back to the Go Race area on the map, into the GT League and the Sunday Cup tournament (the lowest grade, and one which earns you reasonable, though not fantastic, amounts of dough). Each race requires a qualifying lap to determine where you start on the grid of six cars, and if you get pole you earn yourself some bonus credits.

The Cup lasts for three races, during which time it's possible to earn yourself a maximum of 27,000 credits. Driving the crappy car you've started out with, you find you only earn 9,000, but that's enough to take the car back to the manufacturer's garage and get

some of the parts upgraded – the engine, say, or the brakes, or the transmission, or just about anything else you care to think of.

From here on in, you do some more racing, earning yourself some more money. You get your car tuned so it's pretty quick and you decide to try for your A licence



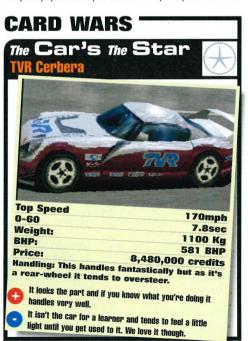
(1) The circuit scenery is varied - if you get the time to look! (2) Watch yourself around this bend. (3) If you do not take this to be a lush representation of a car you are mad.







(1 - 3) Just one example of the nightmare that GT can present you with; a left, right, left, right series of turns over hillocks bordered by slippy grass.

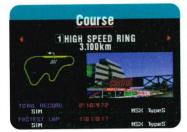




#### WHERE TO RACE

There are many tracks in *Gran Turismo*, but there are eight core places you'll find yourself again and again. All of these (and their mirror versions) can be accessed for practice in the Spot Race race type in Simulation mode. And eight can be played in the Arcade mode, too. They are...

#### **High Speed Ring**



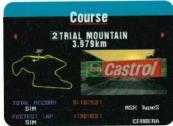
Don't worry too much about the brakes here. Pedal to the metal!

#### Autumn Ring



The Autumn Ring needs to be treated with repect. But it's okay.

#### **Trial Mountain**



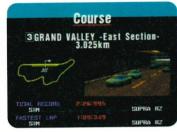
Again, fairly easy driving but there are one or two surprises en route.

#### **Deep Forest**



Tree-lined, with some nasty bends but many overtaking opportunities.

#### **Grand Valley - East**



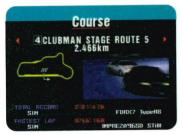
A massive, super-fast straight is followed by a treacherous curve.

#### **Special Stage**



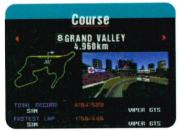
Another night course, rather tricky with just the one speedy straight.

#### Clubman Stage



This circuit very much depends on how you react to night driving.

#### **Grand Valley**



'Please Drive Carefully' signs should have been erected here.

(1) This is where you need your wits about you. The car view is extremely fast, and you may get bumped and lose your bearings. (2) Just before the start, the camera pans around the grandstand and on to the track. (3) Up against the big boys. (4) 207 kmh - this driver is really shifting.



kmh - this driver is really shifting.



hatchbacks on a Sunday afternoon and building right up to tearing around convoluted courses in 1000 bhp powerhouses at more than 200 mph. It's all so real, so involving and so completely unlike any other racing game on the PlayStation or any other platform.

GT is a terrific challenge – mastering the driving

GT is a terrific challenge – mastering the driving techniques just to do well with the faster cars could take weeks of effort, and that's even if you're used to real-life motor racing. It does have some minor faults

so you can take part in some more of the 20 race types over the 21 various tracks. You earn more money, flog your old car, buy a new one, race a bit more, upgrade, race, tune, race, consider taking your final series of exams, get your International A certificate, upgrade again, race, race, race...

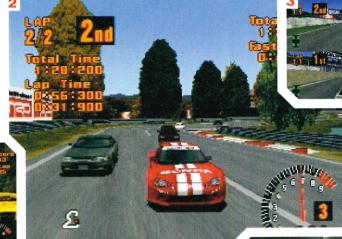
It doesn't take long before you're snared: you're caught up in the *GT* campaign, watching the counter slowly notch up the number of days you've been racing. There are months and month's worth of gameplay buried in here, starting off racing 180 bhp

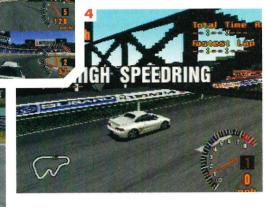


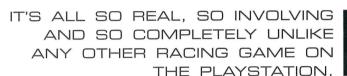


## Gran Turismo

(1) Drivers need to master the brakes. GT is a game where you HAVE to use them. (2) Reverse the viewing angle for a tick to check what's happening behind. (3) The two-player game adds loads to the fun. (4) The slow-down in twoplayer mode isn't noticeable. (5) That replay option is so cool. (6) TOO CLOSE! (7) Some obligatory tunnel action.







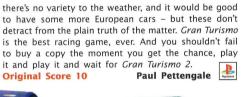
it and play it and wait for Gran Turismo 2.



**TECHNIQUE** 











brakes and then accelerate out.

#### SHOCKINGLY GOOD

The Japanese are a lucky bunch. Not only did they get Gran Turismo months earlier than us, but also they get the perfect controller to play the thing with. These souped-up analog pads, called the Dual Shock controllers, are the first decent PlayStation pads to have a force feedback function with variable, er, wobble factor. And, indeed, Gran Turismo is the first game written to take advantage of them.

Playing GT with a Dual Shock pad is fantastic - it really does add an extra level to your enjoyment. The pads kick in almost from the start, doing their wobbling thing as your car's wheels spin. They get significantly more violent when you collide with another car or, God forbid, a wall. And as you drive over the red and white speed corner bumps, or even the grass, there's enough jiggle between your hands to give you the impression the car's on the edge of losing its grip, sending you into one of the frequent wild spins.





VERDICT		SPECS	
■ GRAPHICS:	10	■ Handling:	10
■ GAMEPLAY:	9	■ Speed:	10
LIFESPAN:	10	■ Spills:	7

Gran Tursimo takes every other PlayStation racer and sends them squealing off to the pits. It's as perfect a racing game as you've ever seen.

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(1) Speeding penalties are in place, and it's up to you to control your speed.
(2) As before, press down to look behind. (3) The crippling loss of car detail in action. (4) Le Mans, heading towards Casino Square. (5) Arcade mode. (6) Mad drivers. (7) In-car, sans wheel. (8) Nice thin wheels you have there.











## Formula 1'98

Oops. Or as Murray Walker would doubtless have it, "Psygnosis have dropped a reeeaaal clanger here."

uddenly and without warning, the prestigious F1 series has done a Williams. It has gone from the front of the pack to crushing mediocrity, allowing the more diligent rivals to pick up where Psygnosis left off with F1 '97 (PSM24 9/10). F1 '98 you see, has them slipping quietly into reverse, turning in their seats and parallel parking into a space marked "eh?" It's certainly no better than '97.



9/10). Like we said, oops.

Just as F1 '97 was a completely new game, not merely an update and brush-up of F1, F1 '98 has been written from the bottom up. Bizarre Creations, developer of the first two editions demurred this time around so Psygnosis gave the job to Visual Sciences but, despite their best efforts they simply couldn't match the class of previous editions. Pats on the back all round for trying something different and all that but, well, why?

Just what exactly are we wailing about? Well, graphically, F1 '98 is a real and unwelcome diversion from the high quality, mature style established by F1 and F1 '97 The colours are brighter and while the TV graphics are still used in sim mode, the Psygnosis 'sheen' that made them such a ground-breakingly televisual experience seems to have been sold up the river for a more obviously gamey look. Fair enough, although unwelcome around these parts. What is less acceptable is the loss of detail and quality evident throughout. Compare the starting grids of '97 and '98 to see exactly how poor these new cars look. It's

NOW, IN THE AGE OF *GRAN*TURISMO AND TOCA, A TOP
RACING GAME NEEDS BETTER
HANDLING THAN THIS.













1	PUBLISHER:			
q.	RELEASE DATE:			

**Psygnosis** 

■ DEVELOPER: ■ AGE RESTRICTION: **Visual Sciences** 

PRICE:

October £44.99

STYLE:

F1 Racer

None



(1) Again, observe the flatly coloured cars two short grid rows ahead. (2) Nicely done, Williams Driver Number One. The battle for last place rages on. (3) Once again, you can turn the optimum racing line provided by the tyre marks on or off or, as in this case, ignore them altogether.

no exaggeration to say that the cars four or five rows ahead often wouldn't look out of place in early '80s coin-op Pole Position. The first corner invariably reveals more disturbing and fundamental problems. And the frame rate is shocking.

This is just one of a series of worrying problems. Scenery appears a little keener on glitching than previous F1's, giving the appearance that engine isn't quite sure whether to draw in a piece of scenery or not. Collisions with this scenery are frequently bizarre affairs with the apparently feeble Al reduced to wobbling CPU cars in order to shake them free. Collisions are far from respectable, seemingly happy to simply teleport cars rapidly apart from each other in the event of the slightest contact, something which hightens the feeling that F1 '98 has it's own other worldy laws of physics. The new pit crew? Well, they clearly need help (see It's The Pits for more details on their ghoulish existence). We could pick faults all day. Instead, let us concentrate on the the two worst offenders - opponent AI and handling.

Some of the racing that goes on ahead of and around you verges on the ridiculous. Cars leap from the left to right of the track, even turning a full 90 degrees at the start. Again, this could be the fault of the juddering engine, but the impression it



#### IT'S THE PITS

mongst the many things we were looking forward to was the exciting sounding 'motion-captured pit crew.' But what actually happens is that you trundle up an eerily quiet pit lane before slowly (oh so slowly) trundling into a bay formed by five sausagelimbed mechanics. Sometimes you actually drive through a couple of them, with no discernible effect. And this is where it gets really exciting. The mechanics on either side bend over - ever so slightly and a series of clunking noises are emitted before they stand up again. Exciting stuff. The best bit though, is when the jack-man at the front of the car literally slides sideways out of the way, like he's on a curtain rail and pulley system. Spooky.





IT'S NO EXAGGERATION TO SAY THAT THE CARS FOUR OR FIVE ROWS AHEAD OFTEN WOULDN'T LOOK OUT OF PLACE IN EARLY '80S COIN-OP POLE POSITION.





fiddly. Should you divert radically from the straight SHOULD YOU DIVERT RADICALLY FROM THE STRAIGHT AND NARROW, EXPECT TO WOBBLE

and narrow, expect to wobble around for a few hundred feet before connecting with a barrier and coming to an instant (and thoroughly unconvincing) stop.

Arcade mode is significantly more fun, but what about hardcore F1 fanatics who want to play a full season? Now, in the new age of Gran Turismo and TOCA, a top racing game really needs better handling than this.

The up side? Despite its many faults F1 '98 is far from the worst racing game you can buy and is one of only two available that support a split-screen link-up game (Total Drivin' being the other). This means that with two copies of the game, two PlayStations and two TVs, four of you can battle it out, which is, as you'd expect, great fun. You really

(1) A particularly gruesome shot of the F1 98 engine going to pieces under pressure. Look at the state of those cars. (2) As always off-track excursions usually end in a spin.





#### THE WAY WE WERE

FROM SIDE TO SIDE ...

Even the familiar circuits have lost some of their

hard earned charm, thanks to the handling on offer.

It seems that the controls simply can't cope with the

real challenge that formed such a vital part of '97's

hardcore appeal. It's not that the game is hard - F1 '97 was no walkover. It's more that the controls are

Can't quite believe that F1 '98 really looks worse than F1 '97 and hardly better than F1? See for yourself and bear in mind that the frame rate is worse. Here we take a closer look at wet weather and opponent car graphics...



(1) As expected, the intro is a minimasterpiece, (2) If only the in-game graphics approached the standards prevalent here.



Not bad for a first try - nice plumes.



Better than anything we'd yet seen.



Deeply atmospheric and TV-esque.



Better still - look at the detail on that. Oh dear oh dear oh dear oh dear...



Nice distant clouds, but poor up-close.





### Formula 1 '98





though. Mostly.

ought to know that the promising looking TOCA 2 (see the review on page 40) will also support this feature however and that Total Drivin' similarly sports four-player action. For the record, the split-screen modes do reasonably well but not massively better than Psygnosis' own Newmann Haas Racing, which was itself based on the very first F1 engine.

There are CPU opponents in the two-player game this time though. And we also shouldn't forget what a mighty package each and every version F1 is. You get 16 tracks, all those cars, the real roster (bar Villeneuve) and more tactical and set-up options than you can shake a dirty dipstick at.

But this year it's not really enough. A top name sporting brand like Formula 1 deserves a barn-storming event of a game, not a struggling-to-be-respectable

title like this one. For all its bugs (see





### **CURSED?**

izarrely, despite massive success, each of the F1 games has caused Psygnosis serious headaches. F1 for instance, received a rapturous reception from the likes of us and massive sales quickly followed. For about a month. It very quickly became apparent that the game's CPU opponents were a few instructions short of a full Al routine. On longer races your team-mate often found it necessary to take a pit stop every other lap, hashing up your Constructor's Championship. Still, there was a way around most of the problems and the game was soon rehabilitated.

F1 '97 was a practically bug-free product, rigorously tested and confidently launched to an eager public. Again, massive sales were the result but only for a short time. Someone at the FIA took exception to the fact that the legal i's hadn't been dotted and more than one t remained uncrossed and demanded a full withdrawal from retail. The dispute was quickly resolved and, like its predecessor, F1 '97 went on to great and well deserved success.

Why then did Bizarre Creations not handle this latest game? Was it a curse? Only time will tell what bizarre problems may beset F1 '99.





### A TOP NAME BRAND LIKE FORMULA 1 DESERVES A BARN-STORMING EVENT OF A GAME ...

Porsche Challenge or TOCA. You can even get the incomparable Wipeout 2097 for less than half of what you'll be asked to pay for F1 '98. Think long and hard about it.

Original Score 7





E R D I C T		SPEC	
■ GRAPHICS:	6	■ Handling:	6
■ GAMEPLAY:	6	■ Speed:	8
LIFESPAN:	8	Spills:	6

It's our sad duty to inform you that not only is F1 '98 no better than '97, it's also no better than the original F1. Huge, impressive but just not up to scratch.



(1) No, it's not in-game action.
(2) The Mini, Sir? Does Sir want his roof a comely chequered green?
(3) When a number of the drivers are blessed with the lightning speedburst symbol, mayhem ensues. (4) Circuit Breakers is the sequel to Supersonic Racers.





### Circuit Breakers

Bring your old toy Matchbox cars to life

in this horrendously addictive top-down racer. We can't put it down...









(1) First to reach 20 points takes the spoils (you can adjust the target). Of course, you cannot possibly settle for just one race.
(2) The green Mini is making its intentions known. Brutal stuff. [3] The 'Professor Pat Pending' power-up gives you great speed.

adies and Gentlemen, boys and girls, it is incumbent upon us to make a formal announcement at this juncture. *Circuit Breakers* is THE GAME OF CHAMPIONS.

Of course, it wasn't always like this. There has been many a game deserving of such unwavering devotion. Some plight their troth at the temple of *Tekken* while others prefer their gaming on the brutal side – the splatterfest that is *Time Crisis* or perhaps the gore overload of *Resident Evil 2*. Obvious choices indeed but

BOLD-AS-YOU-LIKE MINI-CAR | RACER HAS STROLLED IN AND TAKEN OFFICE BY THE SCRUFF OF THE NECK. deserved ones. So what kind of game could possibly match such hallowed titles? How about a bold-as-youlike mini-car racer which involves neon glue, arcane castles, road rage and four skipfuls of adrenaline?

Those who've perused the pages of this magazine's sister mag, *PlayStation Monthly* for the last couple of years may be familiar with the original incarnation of *Circuit Breakers*. It was called *Supersonic Racers* (after coders Supersonic Software) and it borrowed heavily from *Micro Machines*. It remains a smashing little game, but with the benefit of hindsight, perhaps *PSM's* award of eight out of ten was a little on the generous side. Only a little, mind. Some of the courses are badly designed (too thin, too slidey, etc) and the cars a mite too small, but in multi-player mode, you really can't fail to have fun.

However, in the interests of scientific







■ PUBLISHER:	Mindscape	■ DEVELOPER:	Supers	onic Software
■ RELEASE DATE:	July 1998	■ AGE RESTRIC	TION:	None
■ PRICE:	£39.99	■ STYLE:		Racing Fun



experimentation, Supersonic Software has kicked the game around the office for a couple of years and come up with *Circuit Breakers*. In the original, up to eight could play at one time, providing you had the requisite joypads and Multi-Taps. This feature has been chopped in half to a more manageable four, and it is in this guise that *Circuit Breakers* proudly earns THE GAME OF CHAMPIONS moniker.

Here are your instructions for maximum fulfilment. Arrange four chairs (preferably soft and comfortable – although you may wish to add a rogue rickety seat for your most dangerous opponent) in front of a large television set. Affix PlayStation and mandatory peripherals. Ensure that the 'Stunt Frequency' option is tuned to 'Plenty'. Play Circuit Breakers.

The object of the top-down viewed race is to leave your opponent(s) flailing at the bottom of the screen, while you speed into the distance gaining a point in the process. However, there are other,

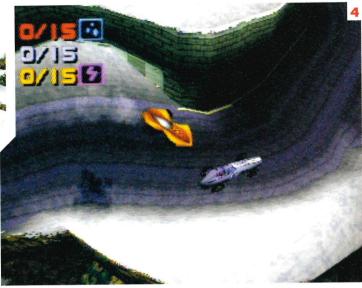
more dastardly means of dispensing with foe, namely collecting one of the power-ups which appear sporadically. Note the varied nature of these items of destruction. Learning how best to use the garnered inventory is an education in itself. Simply releasing

a splodge of oil or unleashing



(1) To gain points you'll have to put empty track between yourself and your opponents by means foul or fair. (2 - 3) One of the cheats turns all of the cars into coloured beans. For some reason...

5 (1) It's that Mini again. (2) Slide away through the snow-bound circuit.
(3) The winding alpine tracks feature some horrendous drop-offs. And the ice doesn't exactly help. (4) Drive directly at your opponent for maximum fun.







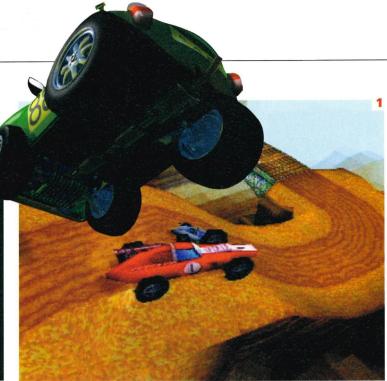




Crash Bangwallop WHAT A PICTURE



The whole raison d'être for games such as Circuit Breakers is to stiff your mates, to sucker punch, nutmeg, grift, slime, screw and stitch them as shown in this example.









18/20

(1) If you go slow down the hill, at the turn you can swing your end out to knock the opposition off the edge. (2) This is just rude. (3) Speed through the ravine.
(4) The Mini gets fatter and fatter the longer you play the game – this is a patent lie.

the throbbing forcefield is not enough. There's a time and a place for everything. Importantly, you can collect a plethora of items and juggle through them using the lower right shoulder button and be in no doubt that the 'added extras' maketh the complete racer.

The courses vary. Some are short, simple and easy to negotiate (indeed, these are usually the most effective), others, long and winding and rather too intricate for even the most liberal of palates. The latter circuits are best raced in the one-player game, where you take on seven other cars, bouncing around bends and using the impact to give you that extra yard. Victory ensures a crack at a new group of tracks, where the cars travel faster and the drivers possess a tad more nous.

Circuit Breakers is a jolly, knockabout affair for the lonesome speed merchant, but the very nature of its charm deems it an essential multi-player experience, with

four the optimum number of contestants. Blasting foe off the track with a cannonball, shrinking your car to 'dinky' size, rocketing through the pack, letting off a noxious black cloud

...THE VERY NATURE OF ITS CHARM DEEMS IT AN ESSENTIAL MULTI-PLAYER EXPERIENCE WITH FOUR THE OPTIMUM NUMBER.









a cloud of smog. (2) This is the forcefield in action, use it to knock your mates off the bridges? (3) The temple is a little camp if you ask me. (4) There are loads of levels and there is now an additional disk with even more levels on it.



### Circuit Breakers



to swarm an opponent's car, bouncing on someone's roof and squashing them, using the forcefield to send cars tumbling to an untimely demise – all these heinous ways to

emerge victorious are so much more satisfying when the victim is sitting beside you.

The automobiles differ in size and shape but all handle the same, so whether you opt for a mini or a dragster matters not a jot. Inevitably, you settle with what feels right and the programmers have done a fine job on the car control. The surfeit of circuits warrant exploration, too. We love the simple canyon track, abhor the underwater submarine shenanigans. We enjoy the snow and Tarmac, but look away when someone suggests a powerboat journey through Venice. Personal taste, that's all.

THE GAME OF CHAMPIONS is by far the most popular office sport of the year. This pen-and-inker prefers Circuit Breakers to Micro Machines V3 and it's certainly an improvement on Supersonic Racers. "One more go," is heard long after the cows have come and gone. So CB, have a mammoth nine points for your sheer cheek and impish charm. Away with you...

**Original Score 9** 

Steve Bradley



THIS PEN-AND-INKER PREFERS IT TO MICRO MACHINES V3 AND IT'S CERTAINLY AN IMPROVEMENT ON SUPERSONIC RACERS.





(1 - 5) Many complained about the game at first, saying that they couldn't see where the track was going. Soon though, when everyone knew the track well enough everything changed and addicts were forged in great big, er, fire of um, lustful, adulation. As it were... yes.







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VERDICT		SPEC	
■ GRAPHICS:	7	■ Handling:	
■ GAMEPLAY:	9	■ Speed:	
■ LIFESPAN:	9	■ Spills:	

Best with four players, this is addictive, clever, considered top-down racing with some of the finest stunts known to man.

Get a Multi-Tap and go for it.

Move aside Gran Turismo, NASCAR is coming through.

Or not, as the case may be...

Service of the servic





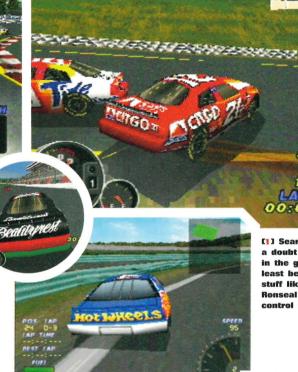
A two-player scrap for honours. Unfortunately it's not particularly interesting. At all.



here's a garage. On one side is Gran Turismo, polished till it shines. And on the other is NASCAR, bumper half off, exhaust pipe on the floor and fluffy dice hanging from its mirror. It's not hard to surmise which of the two is more appealing.

NASCAR is what Tom Cruise did in Days of Thunder. It's crashes and skids and canny behind-the-wheel tactics. It's taking on the guise of legendary wheelsmen like Davey Allison, Alan Kulwicki and er, Dick Trickle and raking in the dosh as you superbly take that very, very wide corner. Um, no. The truth is, it's not really any of that. (Except the wide corners.) It's just boring.

NASCAR is concerned with two things: coming first and crossing the line without vital parts of your vehicle missing. Cutting people up and smashing into other



(1) Sears Point. Without a doubt the best track in the game... (2) ...not least because of skiddy stuff like this. (3) The Ronseal man takes control of your car.

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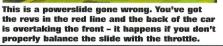
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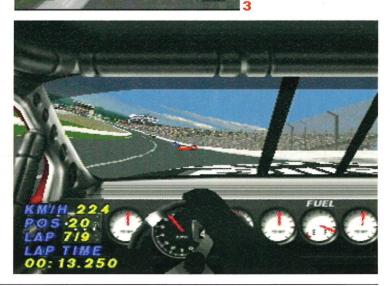
### **TECHNIQUE**

















Flectronic Arts December 1998 **■** DEVELOPER: ■ AGE RESTRICTION:

PRICE:

■ STYLE: £39.99

None Racer







(1) One of NASCAR 99's fairly uninspiring 17 tracks. (2) There are also 27 drivers to choose from... (3) ... and 24 cars with loads of customisation options available. But it still manages to lack variety.





You've gotta roll with it: This car's going to need a lick of paint once its wheels are back on the road where they belong.

cars could be quite entertaining to watch (maybe), but by no stretch of a large imagination is it entertaining to play. Despite 24 machines, 37 drivers and 17 tracks it lacks variety. It's not that there aren't any options - you can customise to your heart's content in a comprehensive behind-the-scenes set up - it's that the tracks are so similarly structured. There's the occasional foxy snake to test out your braking skills, but mostly they offer little more than pushing X to get some speed up and then left or right to align yourself when you inevitably - and infuriatingly - drift against the walls of the arena. It plays like My First Driving





(1) Flat out in fourth gear, but there's work to do - vou're second last. (2) And this is what one looks like from the side...

their test. There's no feeling of speed and therefore nothing very thrilling. Just ponderous driving in very large circles. In fact, it's difficult to imagine how

to improve this, or any, NASCAR-based game without departing from the real-life championship's track formats.

NASCAR 99 is technically accomplished (save for a truly hideous in-car view where your driver's arms appear to be made of wood), but NASCAR is an abundantly average game. If there is promise, it's killed off by the mind-numbingly tedious course

design. Which leaves the game somewhere on the M32 waiting for the AA... Tim Weaver







[1] If you both carry on like this there's going to be an almighty accident soon. (2) Talking of accidents. Here's one we prepared earlier. [3] If you give him a nudge he should lose it too.

### Game with the CPU cars performing like they're taking



(1) This is what happens if you fall asleep at the wheel. (2) Right hand down for some action. (3) The in-car view, complete with wooden arms.

### TOP TRUMPS The Car's The Star



4.6sec Weight: 1587 kg BHP: 720 bhp Price: £bucketsful Handling: Should be tricky: at 200mph you are travelling at one football field per second!

Four manual gears with top using a ratio of 1:1 so flat out the wheels turn at the same speed as the engine. There's no on-board computer allowed except for TV coverage, so there's no change of telemetry mid-race.





[1] Some traffic to wake you up. (2) Long straight, corner. Long straight, corner. Repeat 15 times..

VERDICT	
■ GRAPHICS:	5
■ GAMEPLAY:	5
■ LIFESPAN:	5

SPECS	
■ Handling:	6
■ Speed:	6
Spills:	6

Third-time lucky you'd have thought EA would have got it right. Sadly not. While NASCAR fans may enjoy NASCAR 99, others won't be astounded.





(1 - 2) The graphical detail is very high, but Moto Racer 2 is so fast you only get to appreciate it in the replays. (3 - 5) As well as a variety of bikes, there are several views.





### Moto Racer 2

Delphine returns to the world of two-wheeled excellent Moto Racer - but is it a

> he racing game is one of the most popular genres for the PlayStation, with dozens of games currently available and more arriving nearly every month. Whether you want to tear around mountain roads in a rally, burn rubber in a Formula One race, or even blast away at the competition while driving, PlayStation racing fans are well catered for with one notable exception. For some reason, motorbike games are few and far between.

Until now, one of the few games to take advantage of the potential offered by motorbikes has been Delphine's immensely enjoyable Moto Racer (8/10 PSM26). First impressions of the shiny new seguel don't disappoint. Moto Racer 2 features both superbike road races and trials bike off-road tracks, with eight bikes available in each category. There are 30 new courses in five locations around the world, several championships to complete, a two-player split-screen mode and even a 3D track creator.

attractive and easy to navigate and the races boast much the same simple yet addictive gameplay as the original. The most impressive thing about Moto Racer



(1) Wheelies and stunts are possible. (2) Winning is tough at any level.

The game itself also looks good. Menu screens are

THE MOST IMPRESSIVE THING... IS THE SHEER SPEED AT WHICH THE SCENERY FLIES PAST YOUR POLYGONAL BIKE... mayhem with a sequel to the step forward, or a step back?

2, however, is the sheer speed at which the scenery flies past polygonal especially in the superbike events. Few racing games offer such a convincing sensation of hurtling headlong into the screen, and you begin to appreciate just how crazy real-life motorbike racers must be. Unfortunately, all this dizzving

velocity comes at a price in terms of smoothness. It's not that Moto Racer 2 is jerky, it's just not quite as fluid as it needs to be. It's one of those things that you hardly notice when you watch the game, but when you play it for a while you start to realise that when you're screaming up to a tight bend at 200mph, every frame moves your bike forward a frightening amount. If you mistime your braking or turning by the merest fraction of a second,





There are over 30 courses and eight bikes encompassing every make.







Flectronic Arts October 1998

■ DEVELOPER:

■ AGE RESTRICTION:

None

■ PRICE:

£39.99 STYLE: Motorbike Racer





Sadly, Moto Racer 2 is one of those rare PlayStation games that doesn't look as good when playing as it does here.

you're into the next frame of animation, which is normally far too late.

This wouldn't be too much of a problem, but it's compounded by weaknesses in other parts of the game design. For a start, the computer bikes are very, very good, they never seem to make a mistake, and maintain very healthy speeds at all times. Combine this with the very short races (three or four laps at the most) and the sheer nastiness of some of the circuit designs and it's tough. Not only is it fairly easy to crash, but one bump against the edge of the track can often lose you the entire race, as you don't have enough time to catch up. The end result is a game that can quickly become very frustrating if you're not blessed with lightning reflexes and formidable powers of concentration.

Luckily, the impressive course designer enables you to make longer races (both in terms of the length of the circuit and the number of laps raced). But it is a little annoying to have to design a whole set of courses yourself, especially as agreat deal of the problems could have been avoided by simply making the races longer or the computer opponents a little less perfect. It's not that Moto Racer 2 is a bad racing game - it's still a lot of fun, especially in the slower dirt bike races and when played in splitscreen mode with a friend - it's just that it's not quite up to the same standard as

the original. **Original Score 7** 

Andy Butcher

[THE GAME] CAN QUICKLY BECOME VERY FRUSTRATING IF YOU'RE NOT BLESSED WITH LIGHTNING REFLEXES...





The lower speed of the off-road bikes makes them more fun thanks to the fact that you can throw them around a bit more.

7

8



■ GRAPHICS: GAMEPLAY:

■ Handling: ■ Speed: Spills:

not a great one.

Let down by too many little niggles and annoyances. Moto Racer 2 is a good motorbike racer, but unfortunately it's











SCEE January 1998 ■ ORIGIN:

■ DEVELOPER:

**UEP Systems United States** 

PRICE:

£34.99

STYLE:

Arcade racing

## Boarders 2

Suitably Wintry thrills loom large as SCEE's snowboard sim gets a much-needed overhaul. After you with the boardwax...







The Board Park has plenty of options for contortionists with a death wish.

hen the decision was being made over what sport to transport next onto the PlayStation, snowboarding was probably somewhere below dwarf-tossing on the list. Crowbaring the emotive thrills of any sport into a videogame is tricky enough - how can dabbing an X-button ever hope to replicate the spiritual epiphany of the half volley. let alone the feeling of catching big air on a board?

Those unlucky enough to have played SCEE's lacklustre original title (check out page 115, er, dude) might have trouble believing it. But while Cool Boarders was a lightweight affair, its sequel is an improvement of almost immeasurable proportions. From the electronica-addled soundtrack to the new race options right down to the choice of combat trousers sported by your chosen boarder, UEP has obviously listened to the gripes about the game and done something about it. Unsurprisingly, Cool Boarders 2 is still about strapping a Teflon deathplank to your feet while attempting to avoid icy oblivion, but rather than the infinitesimal tweaks that so characterise EA Sports' somewhat indistinguishable titles, UEP's wholesale changes have given Cool Boarders 2 the depth the original lacked and, as a result, opened up fresh levels of gameplay.

What's so different? The lot basically. Once past the suitably 'rad' FMV sequence (puffa jackets, snow, grunge etc), the menu screen should warm the cockles of all those let down by the original's solitary downhill option. Five different variants are now on offer - Competition. Freestyle, Big Air, Half Pipe and Board Park - all offering varying blends of downhill racing and what is now the main onus of Cool Boarders 2 - aerial tricks. While these were available in the original simply to rack up the

bonus points, now you can pull skateboard-ish Indy Grabs and Stalefishes in a specially-designed Half Pipe or during Rig Air, over a selection of three stadium-style jumps. Each ramp offers a different amount of air time but what trick you end up contorting your boarder into all depends on your joypad gymnastics. Suitably tricky stuff and with the best (and hence most valuable pointswise) moves requiring finger-flexing skills of almost Tekken proportions, the perfect feature for those requiring a tougher learning curve. But with patience comes reward and that means action replays from a zillion camera angles. Each run is replayed TV-style, the camera following your boarder as he/she soars in the clouds, pirouettes like a Stüssyed-up rag doll and, until you get the hand of it, lands on the lip of the halfpipe arse first.

Fine details all - and ones duly matched by the sumptuous alpine skylines found in the downhill options. Whether it's the wistful Sunset Downhill and jinking Bear In The Forest, the 10 courses scattered offer distant tundra, dappled skylines are-they-doing-in-my-way? trees. Alk alpine experience but all glitchy as hell as you steam downhill. But technical hitches be da the thing plays like a dream.

So, combine such mucking about with Competition's arcade racing rush plus the skills needed to conquer the Halfpipe option and UEP has transformed the Cool Boarders title. It might be the Christmas season but who would've believed in such a miracle? Original Score 8 Mike Goldsmith

(1) Ton up and it's night time. No problem. Ish. (2) Window shopping two floors up. **Everything looks good** in replay mode. (3) Tree tops and fellow boarders to avoid, at night. [4] Don't worry, if you manage not to hit the barriers, rock face and trees there's always the cliff edge to keep you on your toes.



VERDICT ■ GRAPHICS: 6 GAMEPLAY: ■ LIFESPAN:

■ Handling: ■ Speed: Spills:

Detailed sports sim, supercool arcade racer or just pure wish fulfilment for the suicidal, Cool Boarders 2 takes all titles with consummate ease. Buy yesterday.













■ PUBLISHER:		
	RELEASE	DATE:

Psygnosis September 1997

■ DEVELOPER: ■ ORIGIN:

■ STYLE:

PRICE:

£44.99

Arcade racer/racing sim









All these shots are from the game itself, not pre-rendered intro sequences. Nuff said? But if you really want to know, the cars are made up of almost 1,200 polygons each, compared to the F1's 700 or so. Happy now? Damn straight you are.



The sequel to the best-selling game of 1996 arrived with an impressive screech...

But does it get the pole... or crash and burn?

or all its minor faults and the annoying bugs, Formula One was still an incredibly good racing game. It's not surprising, then, that the seguel became one of the most eagerly awaited games in the PlayStation's short but illustrious history. And when the waiting was over, the game finished, it was everything that any PlayStation owner could have hoped for - if not more.

But F1 '97 was no mere update. Bizarre didn't simply spice up the graphics, change the names to reflect the current season, and throw the result in a nice shiny new box. F1 '97 was still a Formula One racing game, but a completely new one, rewritten from the ground up and superior to its predecessor in almost every regard. Or rather, it was two completely new games. One is a pure arcade racer - fast, forgiving, simple to pick up, challenging to master, great fun, and horribly addictive. The other is a full-on racing simulation - accurate, realistic, complex, absorbing, and far more challenging, but equally fun and addictive.

So different are the Arcade and Grand Prix modes, in fact, that they almost deserve reviews of their own. But they do share one important thing: the graphics engine. And what an engine. If you thought at the time that the original F1 looked great - and let's face it, it did - you were going to be stunned by F1 '97.

Perhaps the most obvious and most important change was the resolution. The whole game runs in 512 x 256 high resolution throughout, giving it a



the various effects had been improved, with transparent smoke, dust, and sand effects, and a much improved weather system with rain and slowly increasing water levels on the tracks. Nowhere is this added detail more apparent than in the Grand Prix mode with some of the options turned on. All of the cars are fully deformable, getting crumpled up in the areas hit when colliding. And bits that fly off damaged cars stay on the track as obstacles themselves.

As ever, though, it is not the graphics and the sound that make a great game; it's how it plays, and this is where we come back to the two very distinct game modes. Whereas F1's Arcade mode is only a slightly more forgiving version of the Grand Prix mode, F1 '97 really is two games in one - and they couldn't have been more different in style and approach.

The result, then, is that F1 '97 is still one of the best-looking games of any kind available for the PlayStation. It pushed the machine's limits, setting a new standard for others to follow - a standard that even its successor couldn't match.

**Original Score 9** 

Will Groves



Anyone for sauerkraut? Then knock this man off the track.

VERDICT SPECS ■ GRAPHICS: ■ Handling: GAMEPLAY: ■ Speed: 8 ■ LIFESPAN: ■ Spills:

Formula 1 was just the warm-up lap. F1 '97 is the whole damn championship. In the words of Murray, 'WE'VE GOT REAL **EXCITEMENT COMING UP NOW'.** 













March 1998

■ DEVELOPER:

ORIGIN:

Singletrac United States

£34.99 ■ STYLE:

SCFF

Bike/hover racer

### DO YOU WANNA TAKE A RIDE?



(1 - 5) You can't fault the designers' decision to provide the biggest variety of racing surfaces and backgrounds that we've seen in a PlayStation racer. While it's great fun to have lots of variety like this, it's a shame that a little bit more effort wasn't put into getting the challenge right.

### Jet Rider 2

In a ruined world, desperate men and women do battle on anti-gravity enabled motorbikes... welcome to the twisty, turny world of Jet Rider 2.

n the full-to-bursting world of the PlayStation racing game, a title needs to be pretty special in order to be a contender. In fact, it either has to be just about the best thing since mankind first manufactured pre-cut loaves (like F1 '97 or Gran Turismo), or it needs to have a clever gimmick (like Wipeout or Twisted Metal). Both the original Jet Rider and this new sequel plump firmly for the second option.

Jet Rider's preferred mode of transport is the major gimmick. This futuristic machine is two parts jet-ski, one part anti-gravity machine, one part snowmobile, and one part motorbike. It hovers just above the dirt, sea, snow or rock of Jet Rider 2's courses and, given a suitable run-up, is quite capable of hitting a bump

and flying through the air for a ridiculous amount of time. Perhaps best of all, it has a magnetic grapple that can be activated at just the right moment to slingshot you around really tight corners. It's the kind of machine that is supposed to scream 'fun!





(1) Ooh the tension.
Wait for it! (2)
'Vampeera' Silver
- or as the game bio
would have it: "well,
she's just creepy
looking"



fun! fun! at you; an ultimate boy's toy. No, it's not exactly a Ford Fiesta. The handling of these bikes takes time to get used to, but once you've learnt how to ride them properly they have a surprisingly 'realistic' feel.

Unfortunately, while the bikes are really well-modelled and thought out, the same cannot be said of the courses. Initially there are three of these, with more becoming available as you win championships. The trouble is that the courses don't really do justice to the bikes. They're fun enough, but they suffer from being a little bit too fiddly – it's almost as if the designers have been handed a great big box full of parts to play with and haven't known when to say 'stop'.

Jet Rider 2 is by no means a poor game. Unfortunately it suffers from having the best competition in the world and not quite having the 'x' factor that would lift it from being a frustrating game to a great one. It has been marked accordingly.

Original Score 8

**Andrew Collins** 

PlayStation.

Racing Specials @

[1] When you get this close knock into

your fellow riders. (2) Try to smack into

other drivers just before they hit the ramp

_		original score o	
V E R D I C T		SPECS	
GRAPHICS:	6	■ Handling:	
■ GAMEPLAY:	7	■ Speed:	
LIFESPAN:	8	Spills:	٠

Great bikes, great physics and a bucketload of imagination. Shame the reality of the course design doesn't match up to its ambition, or this would be a classic.









**Gremlin Interactive** 

April 1998

■ DEVELOPER:

■ AGE RESTRICTIONS:

None

£44.99 STYLE: Arcade racing game

### **Viotorhead**

And now for something a little different. Digital Illusions has

created a throbbing monster of a racer that breaks free from the pack



"Motorhead is nauseatingly fast."

quick glance at Motorhead may lead you to think, "Oh, it's Wipeout with cars", and in some ways you'd be right. Like the Psygnosis classic, Motorhead is set in a smog-hazed near-future, where neon-lit skyscrapers loom

on the horizon and the sky is a delicate shade of orangey red. Here, drivers compete not on safe, welllit tracks but on eight makeshift circuits which wind haphazardly though dark, industrial wastelands. abandoned docks, coastal towns and snaking canyons. To members of Motorhead's 'Transatlantic Speed League', safety is something that happens to other people...

It's no accident that this fictitious organisation has the word 'speed' in its title - this is obviously the main preoccupation of the game's designers, and they've pulled out all the stops to achieve it. Choose to race against three rather than seven opponents and you're treated to a mind-numbing 50 frames per second. In fact, Motorhead is nauseatingly fast. The scenic detail may block in late, but when you're rocketing through a narrow tunnel at 250kph, you're not really looking at the countryside: all you're thinking about is how to take the next turn without smashing into the barrier and sending your car spinning into oblivion.

Indeed, Motorhead is a cruel mistress from top to bottom. To start with, you have a choice of only three cars and two circuits. To open up more, you must select the league option and qualify for promotion. Newcomers start in the bottom of three leagues; getting to division one reveals all 10 cars and eight circuits, and these new goodies can also be selected in the two-player or

one-player single-race options. But the hard part is qualifying: this is perhaps one of the most unforgiving racers we've ever happened across. Even in easy mode, bumping into the barrier just once and getting out of position practically guarantees finishing last. And bumping into the scenery is something newcomers do quite a lot. Each course is riddled with tight turns and nasty tricks.

You have to get to know your car too. Each of the eight well-designed vehicles in Motorhead has ratings for speed, acceleration and grip, and you're advised to study these carefully before attempting any race.

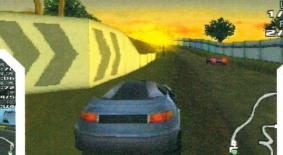
One definite attribute, however, is the truly advanced Al. Instead of following pre-defined paths, the computercontrolled cars make decisions as they go along, taking into consideration speed, corners and the position of other drivers - which means no two races are ever the same. The computer cars make mistakes too. If they spot a gap between another vehicle and the inside barrier, they'll often make a stab at overtaking, which can send them spinning off. (This fallibility is limited, mind; more often than not, non-player cars will ruthlessly and efficiently exploit your every mistake.)

If you want something with a difference, you'll love Motorhead. It's tough, it takes ages to master and its sensation of velocity is almost unrivalled. **Keith Stuart Original Score 8** 



(1) Red sky at night racer's delight. (2) Take it to the bridge. and past. (3) There's a (pink) light at the end of the tunnel. [4] At 249 KPH it's best to avoid the edge of the track. (5) The computer cars make mistakes too.







9

8



VERDICT ■ GRAPHICS: ■ GAMEPLAY: ■ LIFESPAN:

■ Handling: ■ Speed: Spills:

A true adrenaline rush of a game, with a daring bundle of interesting ideas - not all of which will go down well with the racing purists.















**Flectronic Arts** 

■ DEVELOPER:

■ AGE RESTRICTIONS:

In-house None

■ PRICE:

April 1998 £39.99

STYLE:

Chase/sim









(1) Police cars attempt to box in your car forcing you to reduce speed. The swine. (2) An example of NFS3's excellent lighting effects. (3) An arrest is imminent... (4) Busted. Again. (5) NFS3's courses are visually accomplished, but strangely look better in reverse...



# Need For Speed 3 Hot Pursuit

high-speed, bumper-to-bumper police chases? That'll do nicely, EA...

irst released on the ill-fated 3D0 console, Need for Speed was later converted to the PlayStation. A sub-standard and eminently forgettable sequel followed and you could be forgiven for thinking that EA might have called it a day at that point, choosing instead to hotwire a new franchise. But the high-speed chases of the original deserved more than just a footnote in videogame history.

Need for Speed 3: Hot Pursuit features some wicked car chases. With sometimes as many as four police cars on screen at once, it's an admirable update. Pursuing police not only try to ram you off the highway, but also to block the road ahead while shouting warnings.

In the Hot Pursuit mode you take on either the CPU or another player on one of seven tracks. These courses are based on highways and byways, with a number of areas where cars can take different routes. For

example, you can do 180mph along the wrong side of a dual carriageway. But beware,

if you crash into a police car in the vicinity, you get a fine with the resultant hold-up acting as a penalty as your rival gains an occasionally unassailable lead. Get pulled over too often and an arrest

Car chases are not NFS3's sole concern, though, because there are races to participate in. There's a Practice mode, with a number of assisted driving choices like Auto Braking and Improved Traction, a Tournament mode and a basic common-or-garden drive with Ghost options. The Knockout mode is the jack that completes the NFS3 deck. This offers a set of races where the last driver across the finish line is automatically eliminated.

Such an admirable selection of options would mean little if NFS3's Ferrari-like chassis was powered by the coding equivalent of Morris Minor mechanicals. Fortunately, this is not the case. Its 3D engine, while quite naturally eclipsed by that of Gran Turismo, is surprisingly fast. Get on a good straight stretch of road with the Diablo SV, for example, and the sense of high velocity once you pass 170mph is admirable. Another bonus is that NFS3's courses are genuinely 3D. You can freely explore each track to look for short cuts.

The control you have over Need for Speed 3's cars is noteworthy, too. The original NFS created a genuine feeling of speed, its cars becoming sluggish to steer at high velocity, and this has been successfully recreated in the sequel. A handbrake button also improves the quality of the driving experience.

While accomplished, Need for Speed 3 is hamstrung - in a direct head-to-head with Gran Turismo, EA's title just can't compete, but it's still a competent, if uninspiring, racer. **Original Score 7** 





(1) Pursuing police cars attempt to ram you off the road. (2) A crash here would lead to an immediate caution - as you'd expect.

James Price

■ GRAPHICS: ■ GAMEPLAY:

■ LIFESPAN:

Spills:

■ Handling: ■ Speed:

NFS3: Hot Pursuit is for you if you love car chases, with the added bonus of an excellent two-player mode to boot. Definitely worth a look...













NO	×
0	

■ PUBLISHER:	Psygnosis	
RELEASE DATE:	Out now	

■ DEVELOPER:

■ ORIGIN:

UK

Racing sim £39.99 **STYLE:** ■ PRICE:

### Newman Haas Racing

### Not content with selling his own brand of salad dressing, Paul Newman

also has his own racing team - which Psygnosis has now brought to the PlayStation...





The attention to detail is impressive.

ne of the advantages of being a Hollywood film star: if you like something, you can buy it. Well, Paul Newman likes fast cars, so much so that in 1983 he teamed up with racing entrepreneur Carl Haas to start his own CART IndyCar team.

Since then, Newman/Haas Racing has become one of the most successful teams in IndyCar history. The team has finished in the top eight at the end of the season enough times for people to stop seeing this as Newman's second job, they have even won the PPG cup three times. Most notably for us Brits, when Nigel Mansell left Formula One for IndvCar in 1993, becoming the first man to hold the Formula One and IndyCar titles at the same time, Newman/Haas was the team he raced for.

All of which goes to make Newman/Haas the perfect choice for a spot of videogame licensing. And the shrewd business folk at Psygnosis realised that, rather than starting from scratch, an IndyCar game could be based on their proven F1 and F1 '97 game engines. So they got the experienced team at Bizarre Creations - the developer of both F1 games - to work with Studio 33 to help adapt the existing code. The result is the first IndyCar sim to grace Sony's little grey box of delights, and yet another great racer from Psygnosis.

Newman Haas Racing gives you the PPG IndyCar World Series in its entirety. It boasts 11 licensed IndyCar circuits from America, Australia, Canada and Brazil, as well as four bonus 'fantasy tracks'; 16 of the most famous IndyCar drivers feature, complete with their teams and accurately modelled versions of their cars.

In play, Newman Haas Racing's roots are obvious to any PlayStation racing aficionado. It's based on a combination of elements from both the F1 and F1 '97 game engines, and falls roughly halfway between them, both in technical and gameplay terms. Graphically, the game is very polished. Everything is displayed in the PlayStation's sumptuous 512x256 hi-res mode, and it whips along at an equally impressive 30 frames per second. All the cars have been accurately modelled, right down to the sponsors' logos adorning their fairings. Likewise, the courses are detailed and accurate, and if you're an IndyCar fan, you'll instantly

recognise them. Where the game scores highly is in handling and feel - no doubt thanks to the involvement of the Newman/Haas drivers Michael Andretti

and Christian Fittipaldi. IndyCar vehicles might look superficially similar to their F1 brothers, but they're quite different beasts and Newman Haas Racing gets all this just right - any experienced F1 '97 player who sits down expecting this game to be a doddle is











in for a surprise. Just how interested you're going to be in it depends largely on your interest

in IndyCar racing. However, there's no doubt that Newman Haas Racing is yet another top-notch racer from Psyanosis. It might not be F1 '97 beater, but, nevertheless it is a damn fine racer and with the excellent two-player split mode it still holds some appeal.

**Original Score 8** lames Price

(1) A rear view is also available, (2) The cockpit view features a comprehensive digital instrument panel. (3) The cars and locations are true to life. IndyCar fans will feel at home. (4) Erm... Smokin' (5) The wide variety of locations and track styles keep this racer spicey for the fanatic.

own expecting the game to be a country to			
VERDICT		SPECS	
■ GRAPHICS:	8	■ Handling:	8
■ GAMEPLAY:	8	■ Speed:	8
■ LIFESPAN:	9	■ Spills:	8

Newman Haas Racing is a great IndyCar adaptation of Psygnosis' F1 engine, one that manages to strike an admirable balance between realism and playability.





Official UK PlayStation Racing Special









■ PUBLISHER:

■ PRICE:

SCFF

■ DEVELOPER:

Namco Japan

■ RELEASE DATE:

July 1997 £34.99 ■ ORIGIN: ■ STYLE:

Racing game













[1] Pedal to the metal city racing thrills aplenty in Rage Racer. [2] Never one to shy from publicising themselves, Namco have liberally dotted their logo around the courses and many of their games, too. (3) When you use the in-car perspective, you get the rear-view mirror. (4) Plenty of hills and thrills to get your head around. (5) Flat out, half blind with your foot to the floor - it must be tunnel vision.

Namco have shown that when it comes to producing

racing games, there is no finer exponent. In this,

the third in the series, they've developed the experience even further...



n the words of Carly Simon, "Nobody does it better". Namco's commitment to the PlayStation has been a major factor in Sony's success in territory once dominated by Sega and Nintendo. Ridge Racer, one of the first titles released on the PlayStation, remains a standard-bearer but the sequel, Ridge Racer Revolution, was somewhat disappointing.

But let us welcome the third in the series with an open mind, content in the knowledge that Namco rarely disenchant. In fact, as luck would have it, Rage Racer is the beefiest number to date, with more tracks, a fabulous selection of cars, and an excellent Grand Prix section. Indeed, it is in the latter where Rage scores most points. We'll scoot back to this in a mo', though...

Somewhat strangely, Rage Racer is awfully drab of palette, noticeably so when compared with the golden sands and blue seas of RRR. Here, it's all slatey grey, like Lakeland stone, with seemingly no let-up throughout. Namco have combined various terrains to make up the circuits, the major influences being Mediterranean island swoops and curves, and steep city climbs and drops  $\dot{a}$ la San Francisco. Think 70s cop film Bullitt . And imagine bouncing over the brow of the hill, your bumper thwacking the road. So although the courses might not

look as bright and breezy there's certainly more variety within, like a four-lane motorway and sections where it's nigh on impossible to overtake. High, banked turns, hairpin bends, flyovers and underpasses, single-lane bridges - yes, the circuits are splendid.

But it's the aforementioned Grand Prix section of Rage where the game comes into its own. You get three circuits to hurtle along but you can only start with the lowly 'Gnade' car which has the worst acceleration and top speed of all the motors available. Like the previous incarnations, you start at the rear of the grid and if you can earn a top-three placing, you gain a number of credits. Said tokens can then be used to upgrade to better cars or tune-up the one you've got.

Once again, Namco have shown that they have few peers when it comes to the out-and-out thrill of arcade racing. The pick-up-and-play experience of the original Ridge Racer remains, only now there is more longevity because of the incentive to progress through the classes and upgrade to the fastest cars. And you also have to learn to race using manual gears for the tougher sections, particularly the later ovals where speed is of the essence. Rage Racer - an essential purchase.



Head for the hills, the big, wobbly stuff in the distance. OK?



After choosing your car you can even give it a custom paint job.

Racing Special 

LIFESPAN:

VERDICT	
■ GRAPHICS:	
■ GAMEPLAY:	

Spills:

SPECS ■ Handling: ■ Speed:

**Original Score 9** 

Namco have returned to the drawing board and come up with the finest arcade racer on the PlayStation. A Victory for Common Sense.

Will Groves



## Rally Gross

A far cry from the sport dominated by drivers with strange names, this is the sort of rally you'd expect if you filled the tyres with too much air...

oming from Sony Computer Entertainment America, you may well ask yourself, 'What the hell do Yanks know about rally cross?' And after half an hour of heart-palpitating, hair-rending frustration, you'll probably come back with the answer, 'bog all'. Yes, it's still all about racing across country, but this is more like *Ridge Racer* meets *Crash Bandicoot*...

The game gives you the chance to scream around a series of circuits in order to secure a placing and points. You receive 100 points for finishing first and 25 for finishing fourth (or 'last', in this case), and then it's on to the next race in the season. *Rally Cross* starts off in 'Rookie' mode, where you compete on three courses driven the right way round, and then back to front, for six races in all. And in the unlikely event that you manage to get more points than the three computer-controlled (and therefore insanely good) cars, then you win the season and move up to 'Veteran' mode.

For your pains, Veteran mode proffers a new course – the slippy-slidey Alpine ice level – and tweaks the other three courses, removing shortcuts, adding diversions and chucking in more mud. Should your driving attain God-like excellence, then you might even move on to Expert mode with, possibly, yet another new course. We say possibly because *Rally Cross* is so indescribably hard that the odds against this humble

■ GRAPHICS:

GAMEPLAY:

■ LIFESPAN:

reviewer reaching it are somewhere up in roll-over lottery winning figures. There are two courses yet to be bested but we fear their secrets will remain just that.

Then there's the actual handling of the cars, which suffer most horribly from understeer: you're constantly battling with the joypad to make the car turn corners, and then as soon as it does, you have to put on opposite lock to avoid slamming into the other side of the road. For the first few races you end up flailing along the road, bouncing off the kerb, gnashing your teeth and, ultimately, giving yourself a really sore thumb.

In a stroke of maddening impracticality, SCEA have chosen to make *Rally Cross* entirely dependent on the memory card. If you haven't got one, of course you can't save your record lap times; but worse, you can't save your season standing and therefore cannot hold on to your 'Veteran' or 'Expert' rating.

Rating *Rally Cross* was tricky: by the end of the first session this reviewer loathed this wretched piece of software. But with time, it was possible to progress and tame the beast slightly. And now... well, it's sort of likeable. The graphics are exceptional (though a little cartoony) and it is a solid challenge. The only reservation is that many people might buy the game on looks alone, and struggle with it. *Rally Cross is a* substandard offering that peaks below its potential.

**Andrew Collins** 

Rally Cross? Really Cross, more like...

Almost brilliant, but spoiled by a high

solid challenge... Perhaps too solid.

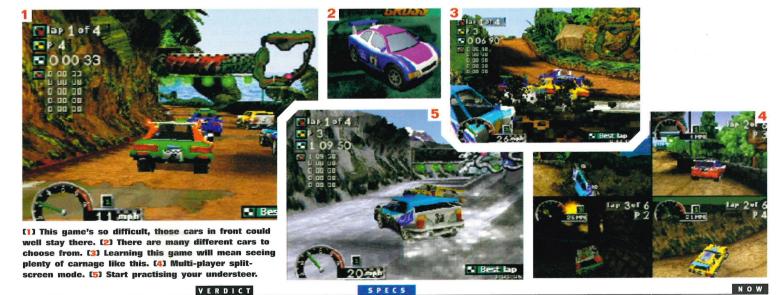
frustration level and some odd foibles. A



This one should get vou noticed at least



Even the jungle has a racing line.



■ Handling:

■ Speed:

■ Spills:

**Original Score 7** 

Official UK PlayStation Racing Special









■ PRICE:

**Electronic Arts** 

■ DEVELOPER:

In-house

11 and over

June 1998

£44.99

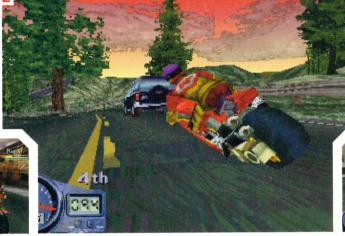
■ AGE RESTRICTIONS:

■ STYLE:

3D racing/fighting

Going up the Queen's Highway, looking like a streak of lightnin', MODAH BIKIN', MODAH BIKIN'! Jump aboard, it's Road Rash 3D.







[1] Okay. Who wants

metal between their

half a ton of throbbing

legs? (2) Blind corner?

I see no blind corner.

challenged member of

the fragrant DeSade

vour knees

gang. Nice chaps. (5)

That'll play havoc with

(3 - 4) A sartorially

oad Rash 3D throws you headlong (often literally) into the US sub-culture of racing biker gangs, chain fighting and big girls in PVC vests. It's not entirely unpleasant especially if you're into leather.

The Road Rash formula has existed many times before, on a spread of formats. The premise hasn't changed. After visiting the bike shop and choosing your steel horse, it's on with some leather blousonery and out on to the road. Arcade mode offers a quick fix. The full game, however, entails racing to win. Success brings money and the opportunity to progress to harder competitions. Your honour as a wild-haired rogue is at stake. Racing takes place on a huge track system, modelled on the San Francisco Bay area. All the routes are connected so one can, if one wishes, simply take the wrong turn and ride off. Each competition takes place between two gang-owned cafés.

There are four gangs to race against - the DeSades (hirsute bullies), the Café Boys (karate killers), the Dewleys (chains, fists and so on) and the European Techgeists (posh techheads). Such is these gangs' level of competitive instinct that occasionally during the game their Al-influenced behaviour can become a tad boisterous. You might notice this as the steel bar crashes through your visor, because as well as a being a racing title, Road Rash 3D involves a fair bit of knuckle play. Fighting is intrinsic to success. While you might be able to act like a gentleman and avoid conflict for the first few races, the greased ones will eventually bare down on you. When this happens you need to be

ready. Weapons can be obtained by grabbing them from an assailant's hairy hands. Bits of metal, clubs and the ubiquitous chain are all present and correct.

As a piece of harmless arcade-style frippery Road Rash 3D works. As £45 worth of home entertainment? It's questionable. It is fairly easy on the eye, although things get a little scrappy when flying off the road into the cubic undergrowth. One also wonders why EA went to all the trouble of motion-capturing the main character, yet make him simply materialise next to his bike after a crash. After all, in previous versions, a biker flipped from his ride would have to dash all the way back to it dodging other racers. On the whole though the title plays quite pleasantly. The bike responds well to your demands. It doesn't fall over after every little bump, which for a title of this type is warranted. The fighting elements unfortunately fail to inspire - if your punch lands, it is more luck than judgement.

Road Rash 3D offers the player fairly simple, repetitive gameplay, which will suit many down to the ground. There is an effective feeling of speed and the cops arresting you for dangerous biking is a funny touch. It's good but not great. Which is a pity really, because wearing leather trousers feels really good.

> Original Score 8 Stephen Pierce



VERDICT ■ GRAPHICS:

■ LIFESPAN:

A more-than-reasonable enough arcadetype racer. For some it will rule. Others might wonder what on earth all the fuss is about.





Life's a beach, linked

by great roads like this

for laying down rubber.











■ PRICE:

■ STYLE:

Racing Fun



(1) Check out the purple 'devil' heads. (2) Race the Persian Palace or go on a Rooftop Rampage. (3 - 4) The loading graphics are straight out of the Hanna-**Barbera School of Tecnicolor Subtlety and** the text is bouncy enough to jangle the nerves of the calmest gamer.





## Supersonic Racers

And how many games can proudly proclaim that you can drive through the mouth of a whale and shoot up through its spout? How many, eh? Well then...

> or those that have been watching too much telly, Supersonic Racers is a game much in the Micro Machines mould, the race-arounddifferent-parts-of-the-house affair so popular on the SNES, Mega Drive, Amiga, et al. Supersonic Software were responsible for a version of Micro Machines 2 and much of that experience has been brought to bear here. Oh, and Cannon Fodder fans will recognise the use of birds to obscure your view in the jungle circuits.

The cars (and the airships, the motor boats, the sleds, the spaceships and the rest) are beautifully sculptured, 3D polygonal chaps - neat and tiny, you could say. Each character has their own distinctive car and a racing style to suit, though the vehicles always run at the same speed. You could quite imagine watching Sloth and Martha, Varouka, Dr Diabolical and Blastem in a 1970s cartoon - The Wacky Races was a bit like this, only better, because Dick Dastardly's dog Muttley was in it, sha-sha-sha-ing 'til his heart was content. Still, you couldn't drive any of the cars.

Essentially what we have here is a full-screen, viewedfrom-behind cartoon racer for up to eight players. Yes, on one PlayStation, Multi-Taps™ and joypads permitting. And friends. The game is instantly accessible - one button to accelerate and one to reverse. Braking becomes merely an abstract concept in the mind of Damon Hill. Anticipating the bends and using momentum to negotiate them is the route to success and you often find yourself skidding across pavements (or whatever) to sneak the best racing line, to jostle an opponent out of position.





There are 10 worlds in which to race, from Jungle to City, Space to North Pole, Haunted House to North Pole. Oh, and then there's Wild West, the Deep Sea, Zepplins (ahem) and Persia. Some of the courses are excellent, others too difficult to negotiate. On a couple of the tracks you won't have a clue what's going on, and on others you won't be able to control the car the rainy city streets are a nightmare.

However, the reason WHY Supersonic Racers is a worthwhile purchase comes down to old-fashioned playability. What it lacks in excitement for the lonesome player (and it works surprisingly well with one), it makes up for when you add friends to the equation. Sure, the concept is hardly original - Micro Machines alert - but the game is instantly addictive fare. The only major problem with the game is that the developers, Supersonic, have now created Circuit Breakers (p74). Will Groves **Original Score 8** 

(1) This is one of the slippy-slidey ice worlds. Ski-lift-type things transport you around the level you've got to roll on and off at the choice moment. Kinda fun. (2) This is the whale mentioned above, you didn't believe us did you, fools?

VERDICT	
■ GRAPHICS:	7
■ GAMEPLAY:	6
■ LIFESPAN:	6

■ Handling: 6 ■ Speed: Spills:

Bring some friends and plug in the Multi-Tap™. Supersonic Racers is an eightplayer frenzy of bashing and skidding in all manner of lovingly created vehicles.













PUBLISHER:		
RELEASE DATE:		

Uhisoft ■ DEVELOPER: September 1998

■ AGE RESTRICTION

■ STYLE:

Vivid Image None

■ PRICE:

£39.99

**Racing Fun** 





(1) Jockying for position at the start of a race. [2] The Aztec course is the easiest track on offer. (3) Time to use the jump button, perhaps? (4) The ever-pretty Island course. (5) Yet more eye candy.

### Imitation may be the highest form of flattery,

but is latest mini racer S.C.A.R.S. any good?

**Original Score 8** 



f you're hunting for the quintessential description of Ubisoft's S.C.A.R.S., this should save you time. 'Familiar' will be the word that stares back at you from the polygonal mire S.C.A.R.S. is bit like a certain old SNES racing game. For 'bit', read: 'lot'. And for 'lot', read: 'MARIO KART! MARIO KART! FLAMING MARIO KART!. Ahem.

Shameless, yes? But, with nine tracks, six or so characters (plus their secret companions, more on which later) and three main play modes, S.C.A.R.S. can be excused for its relative creative bankruptcy. The reason? In terms of playability, it's a rich game indeed.

S.C.A.R.S.' driving mechanics are biased towards the 'drift' model so beloved of Namco and Sega racing games, with vehicles sliding into and through corners as if travelling on banana-skin wheels. Indeed, and quite unlike more immediate cartoon-style racers like Micro Machines and Circuit Breakers, S.C.A.R.S. is a game that requires patient practice. You will find yourself sliding into every available wall and obstacle during early games yet, with experience, using the

handbrake to glide gracefully round corners becomes second nature.

Similarly, its range of offensive weaponry appears bizarre on first encounter. The straightforward missile. shield and a turbo collectables shouldn't

give you too much trouble, but S.C.A.R.S. also features what can only be described as "tactical" weaponry such

as the Stinger, Stopper and Magnet. The influence this has on races is considerable.

Your choice of vehicle, too, will have a direct bearing on your race winning strategy. With each motor having individual stats in various categories, choosing the car to best suit your play style is, shall we say, rather important. If you can't master the art of drifting through corners, a slower vehicle like the Mammoth would be best, given its excellent roadholding. Otherwise, the faster Rhino would be a fair bet if you have a hankering for less fighting, and more driving.

Visually, S.C.A.R.S. varies from the pleasant to the excellent. Its textures are clear and well-defined, and its courses are a delight to behold. Each track has its own theme, so there's plentiful supplies of eye-candy here.

Unfortunately S.C.A.R.S. doesn't offer a huge amount of longevity for the solo player - the three championships and Challenge modes can be finished after the first few days of play. You can create custom cups, but... Well, it's never quite the same, is it? If only Vivid Image could have packed S.C.A.R.S. with more competitions, each boasting its own small yet significant reward by way of extra incentive.

S.C.A.R.S. is easy to beat (despite its four speedbased skill settings) and the game lacks the secrets and quirks that separate the great from the good. Still, if it's an updated Mario Kart for the PlayStation you hanker for, you'll not find much better than this.

James Price





(1) Accelerate just as the green light appears in order to get a flying start. (2) Night driving is challenging, to say the least. Funky headlights, mind.

VERDICT ■ GRAPHICS: ■ Handling: ■ GAMEPLAY: ■ Speed: ■ LIFESPAN: Spills:

A neat racing game which will give Circuit Breakers a run for its money. If only there was a little more to it, it could have been one of the greats...



PRICE:

£39.99

**Arcade Racing** 

■ STYLE:

## Test Drive 5

The seemingly unstoppable Test Drive returns for a fifth outing,

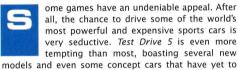
### but was it really worth the effort?







(1 - 3) It's those selection/option screens which are the bane of so many caption-writers. (2) The TVR Cerbera, whatever the game this is always a popular choice in the office.



be commercially released. The brutish lines of the TVR Speed 12 or the slick refinement of the Aston Martin Project Vantage are hard to resist. Unfortunately,

all of this promise just makes the game even more disappointing.

The problem is Test Drive 5, like the previous games in the series, doesn't drive very well. It may have loads of sumptuous cars to choose from, but when you actually get into the race, they all drive very much like each other and very much unlike the real things - even on the 'simulation' setting. It's a little alarming to find that the world's greatest sports cars are all unstable above 100mph, steer like pigs, have minimal grip and take simply ages to get to anywhere near top speed.

On the positive side there are plenty of courses and championships to choose from. Most are street races that see you weaving in and out of traffic

and dodging police cars and this is appealing, but it's just not enough. After games like Gran Turismo, TOCA Touring Car 2 and Colin McRae Rally, it's hard to get much enjoyment from games like this. Being an arcadey racer isn't a bad thing, but arcadey racers have to provide a lot

of fun to compete with the more realistic racing games available for the PlayStation - and

Test Drive 5 just isn't.

Instead, it's just a bit of a let down and, ultimately, rather frustrating. To be fair, it's far from the worst racing game ever to appear on the PlayStation and a year or two ago it would have been impressive. However, given the number of stunningly good racing games you have to choose from these days, Test Drive 5 just can't keep up with the competition.

**Original Score 8 Andy Butcher** 



Not a big car, this is a jumping car. See?





(1 - 2) Pile ups have always been popular with every version of TD.

VERDICT GRAPHICS:

SPECS Handling: ■ Speed: Spills:

An exceedingly average racing game that promises far more than it delivers, thanks to the track record of it's previous incarnations.











Infogrames October 1997 ■ DEVELOPER:

**Eutechnyx** 

PRICE:

£44.99

ORIGIN: ■ STYLE:

Racing

UK

## tal Urivin

Rejoice, for the wheel has been reinvented! It's no longer polygonal but round, but that doesn't mean it works any better...





[1] Scenery looks good. but not in split screen mode. (2) If you want sparks, this game's got 'em. (3) There are a mighty 36 tracks to race. [4] How embarrassing, you've spun in front of all those people.

(5) Catching a tube.

Official UK PlayStation Racing Special

hen the press blurb makes a big issue about the wheels on the cars being genuinely round, you have to wonder how good a racing game is going to be. What is novel, however, is the way that

Total Drivin' blends not one, not two, but five different classes of car, each of which races around appropriate track styles. There are race cars, which are tied to road tracks in Japan; there are Indy cars for the total speedexperience, also on road courses; there are buggies, which you get to bounce over dunes in Easter Island and Egypt; there are Dakar Rally buggies, for similar environments; and finally there are rally cars which race around the Scottish Highlands and the Swiss Alps. That's a lot of driving styles to master, and it's this game's hook over pretty well every other racer on the PlayStation.

The race cars, which you drive on the Japanese and Russian circuits, are perhaps the most disappointing. Although the sense of speed is there, the cars handle a little too easily.

The reverse applies when you progress on to the Indy cars. They're an absolute bitch to drive - they've got all the straight line speed and acceleration you could possibly hope for (and a little bit more), but trying to slow down and get around corners is one hell of a task.

It's not so gloomy when it comes to driving the buggies, though. The dry, bumpy desert courses of Easter Island and Egypt make for a good laugh as well as a great drive, but boy racer tactics will see your car on its back, wheels pointing skyward.

And if you thought the buggies were tough, just wait until you've progressed on to the excellent Dakar Rally cars. These super-dune buggies bounce and shift all over the shop, making even completing the course difficult, let alone doing well in the race order.

Finally we have the rally cars, which do a good impression of the cars you're no doubt used to driving in V-Rally. We'd have to say that the rally cars are the most rewarding to drive.

What are not quite so rewarding, however, are the graphics. Although initially impressive, they don't have the detail or the finesse of either Rage Racer or V-Rally.

This game's winning ticket is its variation. There are 40 different cars to drive (five different types and eight international teams, each of which has cars that handle slightly differently), there are 36 tracks to tackle, and as you progress, the hazards on the tracks become increasingly diverse. But Total Drivin' doesn't quite hang together as a single game; instead it feels like a collection of different driving games. It's good, but has spread itself just a little too thinly, and fails to score that little bit higher as a result.

**Original Score 8** 

Andrew Collins



Well, that's one way of getting a closer look at the track.



VERDICT ■ GRAPHICS:

■ GAMEPLAY: ■ LIFESPAN:

SPECS ■ Handling: ■ Speed: Spills:

An extremely competent driving game with huge variety in tracks and car types. But its varying quality throughout those types hinders its overall enjoyability.









■ RELEASE DATE:

August 1998

Europress

■ DEVELOPER:

■ AGE RESTRICTIONS

None

£39.99

STYLE:

Rally

### Tommi Mäkinen Rally

The popular rally market has found another son to come out and embrace the PlayStation ... so without further ado, here's Tommi!

(1) The alpine sections are always exciting. (2) True to life the cars hold their line better on Tarmac. [3 - 4] Hit the checkpoint in time and you can progress. (5) Cunningly placed arrows allow the driver to anticipate bends. (6) Steady on there. Tommi boy.













At the start of the game you can choose between a number of different rally cars. As you progress you can upgrade to a faster car, which you'll need to overcome the more challenging opponents in the latter stages.

es it's motor racing game. But as we've seen before, the purchase of a license is certainly no guarantee of quality itself. What's more Tommi Mäkinen Rally, perhaps unwisely, showed its colours at exactly the same time as Codemasters' Colin McRae Rally (see page 60). Colin McRae had the distinct advantage of the successful TOCA: Touring Car Challenge behind him and TOCA's smooth racing engine was adapted for McRae Rally.

Europress has no such pedigree when it comes to the PlayStation. Tommi Mäkinen Rally is its first PlayStation release. Mäkinen is a game which, although competent in its ability to deliver a reasonably exciting ride, does little else to distinguish itself.

Having said that the designers of Tommi Mäkinen haven't fallen shy when it comes to gaming options. for they are myriad. There's a welter of circuits, set in 15 locations across the globe, each with three or more tracks. Surfaces vary from country to country and you encounter a variety of weather conditions.

There are also various modes in which to play the

game including Arcade, Championship and Time Trial options. There's also a generous offer to 'Challenge Tommi' and he chips in with the odd helpful comment when things go awry. Importantly, a two-player, split-screen joust is pitched in, too, and while it doesn't match V-Rally's two-player game, it certainly does a passable job.

There are nine cars in the game, each modelled accurately on their real-life counterparts. But circuits and motor vehicles galore doth not a great racer make. Compare the visuals in Tommi Mäkinen with Infogrames' V-Rally, and Colin McRae, and poor Tom fails miserably.

Unfortunately, there are few of the handling subtleties that make the cars in Colin McRae Rally such a joy to drive. Learning to perfect the handling and grasping the nuances of a racing game is as much part of the fun as winning races.

Every software company wants its day at the races and three years ago Mäkinen would have been heralded as a ground-breaking title, where now it's merely an also-ran. Maybe next time...

Original Score 6

Steve Bradley



and various modes in timen to play the					
ERDICT		SPECS			
GRAPHICS:	5	■ Handling:	6		
GAMEPLAY:	6	■ Speed:	6		
LIFESPAN:	6	■ Spills:	7		

Tommi is a disappointment when compared with some of the great PlayStation racers of recent times. Colin McRae is the rally champ.





Official UK PlayStation Racing Special

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Activision **JUNE 1998** 

■ DEVELOPER:

STYLE:

■ AGE RESTRICTIONS:

None

£39.99

**Driving combat game** 

## Vigilante 8

### Pull up to the bumper, baby and unleash your stock of missiles at a school bus in this Dukes of Hazard inspired game of car wars.

his makes perfect sense. With the traditional track-based racer left choking on Gran Turismo's turbo-cooled exhaust fumes, the only sensible way for the driving game to go is seriously over the top. Lose the lap counter, set it in an arena, sprinkle liberally with weapons and make the whole thing more like deathmatch Doom on wheels. Chuck in some 70s style and anyone who has ever enjoyed an illicit loop the wrong way round a circuit looking for a head-on collision in a 'proper' racer should be more than happy.

We've been down this debris strewn road before. Most notably, of course, with the superb Twisted Metal and Twisted Metal 2 (see Listings om page 121 for both games). Vigilante 8 has more than a passing resemblance to SingleTrac's often under-rated car combat extravaganzas and by shifting the game into this ohso-funky 70s territory, Activision is fooling nobody. You still get to choose a mad-looking driver and drive their kerazy custom vehicle around themed battle zones, picking up weapons to knock down your opponent's energy bars and eventually turn them into a small cube of smouldering metal.

Graphically, the game shows how far standards have been raised since Twisted Metal 2. The vehicles look suitably groovy and practically all the scenery in the expansive levels can be blown up with weapons that show off impressive lighting effects. Although it looks so much better than the venerable Metal, Vigilante 8 never quite combusts like its man-made fibre clad cast suggests it should. Partly it's down to the weapons set up which doesn't come close to offering the variety of encounters that gave Twisted Metal a tactical edge to

Vigilante's vehicles only really differ in speed. They all feel the same and sadly have universally poor handling. Lining yourself up for a jump can be pretty tricky and your motor's constant bouncing can drive you to distraction. The structure of the game is also slightly flawed. The Quest Mode has your character progressing through the different locations and beating a boss character. But rather than measuring victory merely by surviving, you also need to fulfil other objectives such as protecting a particular building from attack. This not only seems to go against the grain in what is supposed to be an all-out destruction game, but is also frustrating when structures crumble to the ground through no fault of your own.

Vigilante 8 can be enjoyable, especially in the two-player split screen vs/cooperative mode and that's probably the best way to play the game. Other than that it's just a passing fancy. **Robin Alway** Original Score 7

All the vehicles, including the school bus can be persuaded to roll over, Dukes of Hazard style.

(1) Play with the Dual Shock and you'll feel

every metal-ripping

about a spot of piste-

bashing? (3) Battles

usually turn into this

nile-on. [4] The Heads-

matically targets the

nearest vehicle, but

you can manually

override it. (5) The

two-player mode can be played against a

mate or cooperatively.

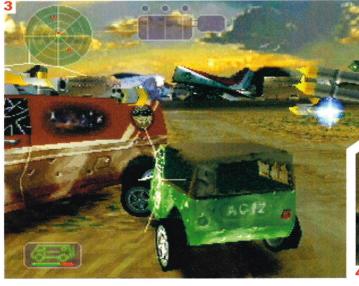
knd of automotive

**Up-Display auto-**

explosion. (2) How











■ GRAPHICS: ■ Handling: ■GAMEPLAY: ■ Speed: ■LIFESPAN: Spills:

Enjoyable in short two-player bursts and very sharp looking, but you'd be better off hunting down a copy of the still kosher Twisted Metal 2.



### Platinum

(1) You get points for shunting opponents through 180 or 360 degrees. (2) But true to life, the more damaged you get, the more difficult it is to hurt others... shame





(1) With a big arrow over it you'd think it vas easier to hit. (2) "It's death Jim, but as we know it."





## Destruction Derby





happened on the way to the scrapyard... (2)

PLAYERS:

■ PUBLISHER:

**Psygnosis** 

FIRST RELEASED:

Oct 1995

mmediately upon its release, DD was loudly hailed by many as being the best thing since sliced bread. A somewhat dramatic over-reaction, because despite the graphical finery of this fiery knockabout racer, there is little to do beyond bash into cars in the rather Destruction Derby itself. This event is set in a huge bowl where a gaggle of stock cars rev impatiently on the outer rim. Down drops the chequered flag and everyone hurtles towards the inevitable collision in the centre. You're awarded points for spinning opponents 180 and 360 degrees. However, and here's the rub, every time you get smacked, your car becomes less manoeuvrable and you find yourself limping around, smoke billowing, death rapping impatiently at your door.

Other gameplay options include Wreckin' Racing which affords points to the driver who does most damage to other vehicles, though you must complete a desired number of laps. Stock Car Racing is a bolt to the line - no collision points detected

while Time Trials is, not surprisingly, a race against the clock.

Much of the actual racing itself is a lottery, particularly when you're tackling the figure-of-eight circuits. You can take a hit at the crossroads, spin wildly and never know which way you were travelling in the first place. Darn it all.

So we've given Destruction Derby a right kicking. Now let's give it a chance to recover just a little of its self respect.

Despite a few forgivable glitches, DD is a good looker. As your car takes more and more of a pasting so it crumples accordingly, smoke eventually pouring from the engine. And even when most cars are on screen at once, the pace rarely drops significantly. Plus there's a link mode which allows those with two machines, two copies of the game and the requisite cable to join up and race - no great shakes really.

The sequel is a better racing game - as one would sincerely hope - and despite the £20 price tag, you're better off with the game next door.





## Destruction Derby 2



(1 - 2) If your idea of a fun is smashing and crashing cars, then DD2 has your name written all over it.







■ PLAYERS: One
■ PUBLISHER: Psygnosis
■ FIRST RELEASED: Nov 1996

original

longside Wipeout, the

Destruction

Derby was one of the games that helped establish the PlavStation as the top console and Psygnosis as one of its top publishers. However, despite the lovely 3D graphics and the immense fun to be had from smashing other cars to bits, DD was far from perfect (as you will gather from next door's article). The physics models of the cars weren't very realistic, the courses were all rather flat and boring, and the game suffered badly from numerous programming glitches and minor bugs. Fortunately, DD2 was rewritten from the ground up, resulting In a far superior game. The basic idea remains the same - a racing game in which you can earn points



(1) Which way is forward is anybody's guess. (2) Look, it's another panel-bending pile on. And why not?

for colliding with other cars and running them off the course – but it's a great improvement on the original. The graphics are faster and smoother, the cars drive and react more like the real thing, and there are more types of race and course to compete on.

The most obvious improvement is in the way it plays: the first version laid the emphasis on destruction, to the detriment of long-term enjoyment, this sequel has placed more emphasis on racing with high-speed thrills in Stock Car Racing and wider tracks and banked corners elsewhere for less frequent crashing.

Although there have been many racers released since, few have even attempted to combine arcade and simulation elements in the way that DD2 does, let alone offer the same satisfaction that can be had from ploughing into your opponents at stupid speeds. In retrospect, it's perhaps a little too tough, but is still a unique and enjoyable game.

A huge improvement on the first Destruction Derby. Faster, smoother, more realistic. Still the purest form of mechanical carnage on offer.

VERDICT 8/10



(1) DD2's the name, car carnage is the game. (2) "Infamy, infamy. They've all got it in f' me!"
And with lines like that, you can't really blame them.

### Platinum





(1) There are three weather options. (2) Burn rubber with impunity... (3) Watch for interlocking wheels

131

(2) The cars are old.
So are the tracks but at Platinum price
who cares?



(1) F1 is still slick despite the years.



### Formula 1

PLAYERS: One to two (link-up)

■ PUBLISHER: Psygnosis

■ FIRST RELEASED: Oct 1996

A

n enormous, realistic monster of a racing game, F1 storms the chequered flag. This is THE racing title for the PlayStation."

Or at least it was when we reviewed it way back in October 96. Is it really as long as all that since we first heard Murray's less than dulcet tones on the PlayStation?

You can now recapture the experience, because the original Formula 1 is available on the Platinum label. At this point it's worth remembering the faults that

17/26

surfaced after F1 was released – faults which may well have reduced the original score of nine had we been aware of them at the time.

In a nutshell, Formula 1 is crawling with bugs. By far the most significant flaw is the idiosyncratic behaviour of some of the computer controlled drivers. Your team mate, for instance, often pops into the pits on every lap of longer races, scuppering your chances of a constructor's championship.

Still, that's the down side, but for your 20 quid you also get a huge upside. Naturally it's not as technically impressive in terms of graphics as when it appeared, but it was so advanced at the time that it more than holds its own in the current second rank of racing games.

Monaco, as you'd expect, is the best looking of all the circuits, and viewing its 50 to 60,000 polygon environments on the quick switching replay mode is a top notch visual experience, even today. Slick is the word we're looking for.

Any F1 '97 owners who think this has nothing to offer should stop and think again. Thanks to the major safety changes made to most of the tracks at the end of the '96 season, the circuits offer very different challenges. All for a purple beer token.

Even after two years the original F1 can hold its head high in today's busy racing marketplace.

VERDICT 8/10







(1) Mind your manners. The driver in front will always take the racing line. (2) Just a lapse in concentration and you'll be jumping the curbs. (3 - 4) The way they were - it may be two years old but it's so accurate you can lay claim to a piece of motor racing history.





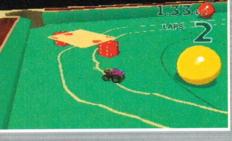




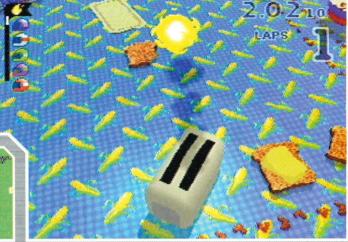
(1-2) MMV3 sports a super smooth 3D dynamic display making the racer infinitely better looking than its earlier incarnations.











### Vicro Vachines V







(1 - 3) With its huge variety of different vehicles and imaginative tracks, simple controls and compelling gameplay, Micro Machines V3 is one of the best multiplayer games on the PlayStation. At the ridiculously cheap Platinum price, it's a must.

hoped for.

■ PLAYERS:

**Eight** 

■ PUBLISHER:

Codemasters

FIRST RELEASED: April 1997

Let's make a toast to a top racer that's now yours for only £19.99.



release on Nintendo's 8bit NES console, Micro Machines has been one of the most addictive and enjoyable racing games available. Since then, there have been versions for just about every console and home computer, including the 16-bit SNES and Sega MegaDrive, and the PC, all of which retained the incredible gameplay of the original. So when Codemasters announced that a PlayStation edition

of the game was in the pipeline, expectations were high indeed.

Amazingly, the finished game was

ver since its 1990

In addition to the sheer playability of the previous versions, MMV3 also features many new additions and improvements. To start with, everything is displayed in wonderfully detailed and supersmooth 3D polygons, as opposed to the top-down 2D of the earlier editions. As well as making the game

even better than anyone could have

in which up to eight players can

compete against each other in a

wide variety of vehicles and an even

wider array of courses. What makes

it unique is that the vehicles you're

driving are tiny toys, about an inch

or two long, and the courses are to

the same scale. Instead of Brands

Hatch, you find yourself zooming

around a breakfast table, avoiding

mugs of coffee and cereal boxes.

Micro Machines is an arcade racer

camera to zoom and pan as you drive, giving a more dynamic feeling to the proceedings. Likewise, the sound effects have been completely revised, with excellent background noises and spot effects. Finally, there are more vehicles and courses than ever before - including miniature tanks, speedboats, helicopters, even hovercraft - and a new range of power-ups for foiling other drivers.

look infinitely better, this allows the

But above all, it's the incredible simplicity of the game that makes it so much damn fun, and that hasn't changed a jot.

At full price, Micro Machines V3 was utterly superb. At the Platinum cost of only twenty quid, it's an absolute 'must have'.

VERDICT 9/10

(1 - 2) Codemasters have come up with more vehicles and courses than ever before for your entertainment.

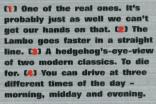




Official UK **PlayStation** Racing Specia

### Platinum











## Need for Speed

PLAYERS:

Fou

■ PUBLISHER:

**Psygnosis** 

FIRST RELEASED: May 1996



eed For Speed was EA's first entry into the PlayStation racing game market and represented an attempt to combine

the best elements of arcade games like *Ridge Racer* with more straightlaced driving simulations.

The game offers you the chance to take some of the world's fastest, most powerful, and quite ridiculously expensive cars for a spin around a variety of courses. On offer are automobiles from Lamborghini, Ferrari, Porsche, Chevrolet, Dodge, Acura, Mazda and Toyota, and a selection of different game styles. Single Race is just what it sounds like, while the Tournament option takes you to each course in turn.

You soon realise that some cars are more suitable than others for certain courses – Ferraris and Lambo for straight city streets and something like the Mazda for the twisty bits. But some of the cars are just too damn difficult.

The split-screen head-to-head mode allows you to race against a friend in real traffic, and finally the Time Trial pits you against the clock, as well as being a good way of learning the tracks. Speaking of which, there are six courses on offer - Vertico Ridge, Alpine, Coastal, City, Autumn Valley, and Rusty Springs. Visually the game is very pretty, especially the cars themselves, which have been painstakingly reproduced from the real things and look gorgeous in all four views.

Unfortunately, despite all that it has going for it, *Need For Speed* is really beginning to show its age, and as a single-player game leaves

a lot to be desired. It's still a lot better than the sequel, Need For Speed 2, and the split-screen mode offers a lot of fun, but there are much better racers available, and Gran Turismo does this kind of thing much better.

Nice looking cars and allround good visuals with a good fun factor, but this racer is showing its age.

VERDICT 6/10

(1 - 2) In two-player split-screen mode you can barge along, generally abusing each other's machinery... as it were.







(1) That's no way to behave in such a fine piece of motoring machinery. (2) Nor is that. But full marks for the amount of rubber being left behind on the track.



insurance company. (2) Do you wanna come for a ride in my yellow car?... whadda ya mean 'camp'. (3) Watch how the driver's head moves as you take a corner each one is motion-captured.

(1) Looks like someone is going to have to make a call to their





(1) Track detail is impressive. (2) There are four circuits to choose from. This is the Japanese.





## Porsche Challenge



■ PLAYERS: Two
■ PUBLISHER: SCEE

FIRST RELEASED: May 1997

orsche Challenge is a strange one. It was built up to such an extent that, when we finally reviewed it, it was something of a disappointment. After extended play, however, it

After extended play, however, it really does start to grow on you, despite its limitations. The opportunity to drive a Porsche

around a test track at 150mph is not one that should be passed up lightly, and the replication Sony achieved in its sim is admirable.

What really steers *Porsche Challenge* into big racer territory is its addictive two-player mode. A game like this can lose its attraction once you've completed all the tracks, but when you throw in a second-player option and the longevity increases dramatically.

The players are given a wealth of options, from *Cladiators*-style delayed starts to a very fancy catchup mode. Admittedly the game loses a degree of its graphical finesse in this mode but it's worth putting up with. And after all, who could deny the satisfaction that is involved in watching your friend crashing into a wall, allowing you to zoom merrily past. If you want the ultimate head-to-head challenge you should try the confined twisty alpine track.

With 24 tracks available including one at night, which has superb lighting effects – spread over four types of circuit, the racing is certainly varied, and there are plenty of alternative views. Handling is an art which develops over a long learning curve, and it's ultimately more satisfying than most graphics-led racers.

That said, Porsche Challenge has since been surpassed: of the Platinum racers on the market, it has dropped now that TOCA and V-Rally are out

A competent racer, but it lacks the 'wow factor'. Then again, at 20 nuggets it's worth a gander.

VERDICT 7/10





(1) Each of the cars has a different colour and driving style. (2) Overtaking maybe a little too easy.



(1) You've got the inside line, what are you waiting for? (2) If you win all 24 tracks you get to race in the Test Driver's car.





Official UK **Play** 

Station Racing Special

### Platinum





(1 - 2) Win all four races and you'll be doing them backwards.

(3) If you go fast enough you can actually hit this helicopter.



(1) Suddenly a white cloud threatened the little blue car. (2) "Follow the pink car."





### Ridge Racer

■ PLAYERS:

One

■ PUBLISHER:

SCEE/Namco

FIRST RELEASED: Nov 1995

n these heady days, it's sometimes difficult to believe the impact that Ridge Racer had on videogaming. In the dark days of yore, it was almost impossible to believe that Namco's splendid coin-op could translate to home console with the minimum of fuss. But Ridge

Racer did. It was the first ever game released in Japan for the

PlayStation, but even two years

down the line its spirit remains

undimmed. As one of our correspondents so eloquently stated in the recent racing game feature (PSM21), 'the role of the driving game, throughout its relatively short life, has been that of proclamation and spreading the word'. Certainly, Ridge Racer announced the PlayStation's arrival to an expectant world, a world tiring of 16-bit games.

And hey, you people, Ridge Racer is still great. We know it's only got one track but what are you going to do about it. Eh? EH? Powersliding Ridge's cars around corners remains one of the PlayStation's greatest thrills. Although you can finish the game

after a few days solid racing, because the mechanics of the thing are so spot-on, you always find yourself returning for another spin. And it's equally as good as Rage Racer, better even than Ridge Racer Revolution.

Unlike many driving games that come to mind, Ridge Racer feels really good. It provides simply unbeatable gaming experience, never mind it's age. if you haven't got it hunt it out while you can. Classic.

At the budget price this is simply one of the best racers on the PlayStation. Still.

VERDICT 9/10



The cityscape beckons.



(1) If your replay shows you in the middle of the road then you're doing okay. (2) Get yourself a nice set of wheels, well, you know, a whole car, but a nice one. Like this one. (3 - 4) An empty track looms up as your opponents burn off into the distance.









(1) Destroy all the Galaga 99 ships and you get to race with these cute little bunnies – they're cars actually. (2) When 'Spinning Point flashes up it's your signal for mad manoeuvres. (3) And what's more, this game sports a big green chopper. No really.





(1) Careful how you go, RRR will give you tunnel vision. (2) Heihachi's scowling mug is plastered all over the circuit.





### Ridge Racer Revolution

■ PLAYERS:

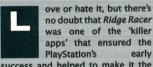
One

■ PUBLISHER:

SCE/Namco

FIRST RELEASED: I

May 1996



success and helped to make it the world's most popular games console. A pixel-perfect conversion of the massive arcade hit, visually the PS version blew the socks off every other racing game at the time. Okay, it only had one track, but who cared when it looked this good?

Ridge Racer Revolution, the muchanticipated sequel, was something of a disappointment at the time, though. The graphics were an improvement, running faster with fewer glitches, and there were now three tracks to choose from. Beyond that, however, RRR seemed to offer little more than the original. With hindsight, it suffered more from people's inflated expectations than from its own failings. The Artificial Intelligence of the computer cars was

much improved, the gameplay just as addictive as *Ridge Racer*, and the graphics a real step forward. In all, it was a damn fine game, for all that it was more *Ridge Racer 1.5* than *Ridge Racer 2*. But two years in this industry is a light year for progress and now it's been surpassed, by the likes of the third in the series, *Rage Racer (see page 90)*.

It isn't the best of games and neither is it the worst of games, it's in games no-man's land.

VERDICT 8/10



(1) Pretty in pink. (2) The powerslide is even more difficult to control than in Ridge Racer. Cheers Namco.
(3) This will be familiar scenery for those who've played the first Ridge Racer. (4) Do you think they're trying to get us to buy something?







### Platinum

## Road Rash

■ PLAYERS:

On

■ PUBLISHER:

**Electronic Arts** 

FIRST RELEASED: July 1996

oad Rash is one of EA's classic games from the days of 16-bit consoles. At its heart it's a motorbike racing game, but with a predictable twist - the races are illegal, taking place on normal roads, complete with traffic and police cars.

What's more, the competitors have no qualms about knocking each other off their bikes with fists, feet, or any weapon that come to hand. You get to blast along the public highway racing 14 other motorcyclists who might just take a swing at you with a chain if they so feel inclined. And there are five seculor outes to complete, from busy metropolis to the spectacular scenery of the Pacific Highway.

In the city there is all manner of fun to be had – jaywalking pedestrians to crush, cars and vans to avoid and you'll almost certainly endure brown-trouser incidents at the all-to-frequent crossroads.

Out in the country you can use all four lanes to concentrate on kicking, punching and chain-lashing the other chaps in the race.

Winning a race earns you cash prizes, which you can spend on buying bigger and better bikes. It is a simple formula, but incredibly addictive, thanks to finely tuned gameplay and smooth graphics.

Sadly, despite excellent versions for the Sega MegaDrive and Super Nintendo, the PlayStation conversion just doesn't capture the same fluid feel and frantic action of the earlier releases. Riding and fighting becomes mundane rather than exciting, and despite the more powerful graphical capabilities of Sony's machine, the game doesn't even look very good.

Since Road Rash's original release over a two years ago, racing games of all kinds have continued to be launched and evolve on the PlayStation, and RR now looks dated. Without the addictive gameplay of the SNES and MD versions, there's little to justify even the reduced Platinum price.

This one is long past its sellby date now and was no great shakes when first released.

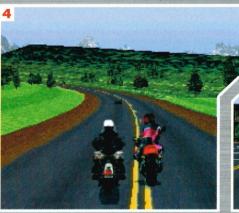
VERDICT 5/10



Player t

145





(1) Cue Volvo estate. C21
The Armaco's only there
to stop you denting the
scenery. C3) Get the
wrinkly. C4) Ready or
not, here I come. C5)
Eat this, biker fiend.





(1) Where is he putting his hand, doesn't he realise he's shattering the illusions of thousands of would-be bikers?
(2) Look some tasty scenery.

(3) Single yellow and a blind corner. How dangerous could that be? (4) There's one in the eye for little Riker Rilly.



04.







(1) As in real life, this championship gives bumper to bumper action. (2) The cones hotline? (3) Tracks are true to life. (4) Dancing cheek to cheek.





















(1) Reality is key in TOCA. The cars, tracks and drivers are meticulous copies of those in the British Touring Car championship.
(2) Overcook it in the corners and you will be summarily punished with a spin. (3) Other drivers will seek revenge if crossed.

■ PLAYERS: One/Two
■ PUBLISHER: Codemasters

FIRST RELEASED: Nov 1997

A

s a precursor to the mighty *Gran Turismo*, *TOCA* managed to pack in all the delights of real cars, real tracks and life-

like handling back in Christmas 1997. It's still a stormer too. What this title offers is serious racing. None of yer namby pamby arcade handling, no crashing, too easy, piffle here.

This is adult entertainment, in turns delicate and spectacular. The motors are all real production models (as real as the pukka racing ones get), while the tracks are meticulously copied from actual venues. What makes TOCA Touring

Car Championship is its attention to detail, accuracy, and realism – all of which contribute to the game's superb playability. And in a Platinum only improvement the game now offers full Dual Shock rumblings and improved analog support.

The cars bunch together, squeezing for position, so you gun the throttle, but then a shambolic skid and you're quickly flailing on the grass. Reality is key. If you annoy a competitor, by driving him off, he may well repay the compliment later on in the race. The gameplay really is spot on. Throw in the pre- and post-race commentary from *Top Gear's* Tiff Needell and we are talking essential entertainment.

Those in search of throwaway arcade daftness, take your driving goggles elsewhere. Connoisseurs however will enjoy feeling the pinch of TOCA's racing harness, but fortunately not its new Platinum price.

A top buy for the cashstarved motoring fanatic.

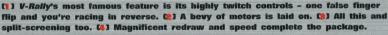
VERDICT 9/10

The marketing men want you to think it's like the ones in the showroom. But it's a thoroughbred racecar.



# Platinum









# V-Rally





ct 1 An open road and a mate to race against. Deep joy. ca) This is the picnic cheat, find a deserted spot, park up and sit in silence for two hours.

■ STYLE: Rally racer

■ PLAYERS: One to two
■ PUBLISHER: Infogrames

■ FIRST RELEASED: July 1997

■ ORIGINAL SCORE: 9/10

nce upon a time (just last summer actually) everyone and their PlayStation-owning dog was raving about V-Rally. Since then the PlayStation has been blessed with more top quality racing games than it has any right to, as this magazine has been trying to point out, and some have changed the face of videogame racing forever. So should V-Rally be squashed into a small cube of metal and tossed idly aside?

Well no. V-Rally is still very much in a class of its own. Colin McRae might be the top of the rally heap now, but it's a true rally sim in that you race round the tracks on your tod trying to get the fastest time. V-Rally is a completely different story – the CPU drivers are nasty

and they'll do their very best to stop you nudging in front of them. Thankfully you can give as good as you get and it's not uncommon to see cars flying all over the shop if things get rowdy.

Being a rally game, the controls aren't your standard *Ridge Racer* affair – a single heavy-handed push of the D-Pad can send your car careering into the side of the track. At first it's incredibly frustrating and you'll wonder how you're supposed to keep up. But after a few sessions you should get the hang of it and things should become much more enjoyable. You'll see the worldwide variety of courses (45 in fact), experience the excellent weather effects and drive any one of 12 cars. The Toyota Corolla WRC 98 is



exclusive to the Platinum edition and what's more, Infogrames has introduced Dual Shock control. But while the vibrating is nice enough, using the stick is a waste of time as the analogue control hasn't been implemented too well.

Still, *V-Rally* is a spunky little driver that has withstood the test of time astoundingly well. Drivers, start your engines...

Still standing proud after all this time - we're guessing the 'V' stands for Viagra...

VERDICT 8/10



(1) A two-player, sunspot fight off. (2) Don't worry, it's just a tunnel, whatever you're thinking of it'll be fine, just relax.



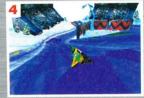


Split the screen vertically and steer your car through the slot.













# Mipeout









(1) The weapons are much less important in Wipeout thanin 2097. In fact, you'rebetter off steering clear of them completely. (2) Tunnels are a prominent feature. (3) The in-sled view is frighteningly unstable.

■ PLAYERS:

One

■ PUBLISHER:

Psygnosis

FIRST RELEASED:

Sep 1995

W

The first time you play Wipeout, like V-Rally or Formula 1, you will crash. The difference between Wipeout and

these two other Platinum classics is that if we came back a couple of days' play later Monaco would be mastered and you'd be tearing round the Corsican country lanes but a familiar, if slightly less regular, THUNKI would still be emanating from the Wipeout corner. This uncompromising difficulty level is at once the game's single flaw and its ultimate strength. Just when you've had enough, when you're ready to throw the joypad down in disgust

and call it a day, you get it.

Unlike Wipeout 2097 the powerups you can pick up as you rocket around each circuit are mostly irrelevant. The turbo is good for a bit of extra speed and the shield wards off enemy attacks but the weapons are often more annoying than useful. Fire at a sled too close to you and the vehicle will stop dead leaving you little option but to rear-end the beggar and lose all your valuable momentum. Experienced Wipeouters ignore such fripperies, activating power-ups as soon as they get them and concentrating on the much more important business of taking the correct line around each and every corner to attain that magic full speed lap. The key to Wipeout's longevity is that after the initial breakthough, you do indeed get better and better, finding that you can push your sled harder than

any wheeled racing vehicle, virtually standing it on its head to make the tightest corners. This is where the real thrills are to be had, swinging into a corner at a suicidal angle and coming out the other end unscathed with a dirty great grin spread across your face. That's when you know you've been hooked. It's no use resisting, you're in for long sleepless nights packed with adrenaline and the neon blur of a strange futuristic world speeding past.

But should you go for the original or 2097? They're both bloody great but we reckon the second game has the edge. But then, for forty quid you can do a lot worse than buy them both.

A true classic, and a must for your collection.

VERDICT 8/10



You don't say. There's a huge jump coming up, as always. Official UK PlayStation Racing S



# Wipeout 2097

(1) These orange lights are the spray laser. (2) Thrilled to bits. (3) Link mode and you're losing. Hit the right speed-up patches and you'll right up with him. (3 - 8) Fast-paced future-action, from Liverpool. Now that doesn't happen everyday does it?











PLAYERS:

Four

■ PUBLISHER:

HER: Psygnosis

ipeout is a futuristic

racing game with an array

FIRST RELEASED: Oct 1996

two tellies and a link cable. This isn't relevant for most of us.' Sure.

But we must say that Wipeout 2097 is The Best Link Game for the little grey chap. On the easiest course, Talon's Reach (set in 'a major Canadian industrial complex'), after about half an hour you can pretty much learn where every power-up is and how to take the best racing line. THIS COURSE HAS TAKEN THREE DAYS OF OUR LIVES; it's taken the 'just one more go' syndrome to dangerous extremes.

we hear you cry, 'you've got two

copies of the game, two PlayStations,

Choons: Future Sound of London,

Fluke, The Chemical Brothers, Photek, Underworld, The Prodigy and Cold STORAGE. *Firestarter*, by The Prodigy, is a 'banging tune' which 'larges' it big style and the rest bleep along pleasantly.

Wipeout 2097 certainly comes recommended. Those who couldn't get to grips with the original will find its successor far more accessible. As a two-player game it has to score a maximum 10, it's THAT great.

Amazing in two-player and plain fantastic for the lone pilot.

VERDICT 9/10



of undulating circuits upon which Star Warsstyle hovery craft bash along as quick as you like. The ships actually bob on air a few feet above the track and en route you can pick up missiles and rockets and things. You oscillate wildly through corners of varying degrees of difficulty. Terribly hard, and often frustrating. But jolly fun, all the same – the sheer speed of the thing is immense.

We've played the sequel, Wipeout 2097, an awful lot, so perhaps it's time for an office straw poll. Here's a selection of comments from artists, writers and a rabble of hangers-on at the game's initial release: "This game has finally convinced me that a two-player PlayStation link is a Good Thing." "The two-player game is the most addictive thing ever." No, don't sit on the fence. "It feels slicker than the first one, but the link-up mode is what really makes it". Okay. "I've never played because I can't get near the machine." Shucks.

You may have garnered that we've been playing Wipeout 2097 on the two-player link-up. 'Ah but,'



(1) Like a blue-arsed fly. (2) The Vector, Sagarmatha course is set in the Tibetan mountains. (3) Wipeout 2097 can give you a



MPH MPH ■ PLAYERS:

One-to-Four

■ RELEASED

September 1996

■ PRICE

£44.99



plit between two types of car racing – American stock cars and Indy Cars the aim in both is to build a career for

yourself and win as many races as possible. Experts will delight in the fact that you can tinker around with the car's settings before each race and fine-tune gear ratios and so on, while novices will be pleased to hear they can just jump into the cars and start racing.

As well as the option to choose from three different viewing positions the player can use the game's picture-in-picture feature to keep an eye on the lead car.

In two-player, there's the usual split-screen, head-to-head facility but there's a further multi-player option that allows four players (on two linked PlayStations) to compete simultaneously.

In any case the most crucial part of the gameplay is the pitstops, you can only hold so



PRIS LIRP IS 3-3

EST SENS IS BEST LIRP IS 3-3

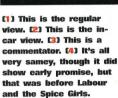
FINE THE ERRISED ON: 52: 85

much fuel and have to weigh stops carefully. So there is a stategy angle wedged in there. This, along with the cut-scene commentators, looked to be taking racing games in a new and slicker direction presentationwise, but it lacked in the gameplay department.

It didn't run away with any honours on release and that was quite some time ago.

VERDICT 5/10





## Auto Destruct





(1) Rocket booster power-ups give you the chance to leap over water. (2) You need no power-ups to drive through warehouses.

■ PLAYERS:

■ ORIGINAL RELEASE Feb 1998

URIGINAL RELEAS

■ PRICE

£34.99

title refers to the player's ability to destroy just about anything in the city. One mission for instance is to protect some innocent shoppers being terrorised at a shopping mall, but nobody seems to care if you destroy half the rush hour traffic and take out a few pedestrians on the way.

he humourous pun of the

The action's OK, and the car, though unwieldy, can be made to slide round corners after a bit of practice but the missions are tedious. Racing around is satisfying enough, but interest in the game wanes quickly due to the similarity of the missions and the simplicity of the cityscape. Unlike Felony, although there is a greater play area, there is no real detail to the street. Most buildings are just boxes with

different textures. San Francisco seems to be amazingly flat; there are only a few 'hills' and they are simply made up of long stretches of flat road at an angle to the horizontal – not terribly inspiring. Although Auto Destruct isn't stunning, or compulsive there are some thrills to be had.

Sadly, any thrills are short-lived - keep an eye out for *Driver*'s release (see p44).

VERDICT 6/10







(1) Blast doors off with guns, or just drive through.
(2) Kill him. (3 – 4) Two views: top down and in car.

# Ayrton Senna Kart Duel







(1) If you bump into other karts they'll cry out in comical fashion. (2) Tracks are short and unspectacular. (3) Hitting the kerbs will bring you to a stop.

■ RELEASE DATE

Feb 1997

■ PRICE

£44.99



arting sims can be superb. The tight and twisty nature of the tracks, coupled with the vehicles' responsiveness

ability to powerdrift round corners, can make for an exhilarating gaming experience. The operative word being 'can'. For anyone with fond memories of Senna (the opening lap of Donington '93 in close-tomonsoon conditions, for example) this is a crashing disappointment. Nothing is what it should be.

From a set of clunky interfaces through to completely inappropriate sound (you might be driving a kart but you're listening to juggernauts), bgm that wouldn't be allowed near a Stateside daytime soap and woefully inadequate graphics, this game simply reeks of extreme shoddiness.

It's not as if there's decent gameplay either. The kart handling is way off, resembling a Wipeout racer more than anything else. Couple that with collision detection which is a law unto itself and that parts of the circuit have a habit of disappearing, and you have a deeply frustrating racing experience.

Nice license. Shame about the rubbish game.

VERDICT 3/10







(1) Don't be fooled - the graphics are not up to much. (2) The young **Avrton** was driving before he could walk. Apparently. (3) A marshal gives a flag a good telling off.

# Ayrton Senna Kart Duel 2

■ PLAYERS:

■ RELEASE DATE

**Sept 1998** 

■ PRICE

£44.99

mid-season losses of form to worry about with celebrity-endorsed racer. Whereas the likes of Geri Spice or a fragile ankled footballer can scupper the

most costly star-endorsed games, Ayrton Senna's name is carved in granite. Not to mention covered with flowers, after his tragic death in a Formula One crash.

As if slapping his name across a game, and a karting game at that, for a second time wasn't in bad enough taste, there's very little in Kart Duel 2 that could be described as a fitting memorial to the Brazilian driving genius. Unlike the man himself, there's a complete lack of sophistication on offer. Simply choose one of the three bog standard modes - championship, time trial or two-player - and prepare to be thoroughly unimpressed.

Graphically, the game's a nonstarter too. The circuits are roughly textured and full of glitching road surfaces, and your fellow

karters are blocky close up and positively Lego-like at a distance.

Accept that this is a fast, basic drive and you might get a smattering of enjoyment from it. But the whole thing is overall a second rate driving experience.

Even people who sleep under Avrton Senna duvet covers would be ill-advised to invest in this.

VERDICT 4/10









(1) You can't beat the real thing. (2) This is a fast, basic drive, and nothing more. [3] Sadly the gameplay is uninspiring. (4) Don't hit the curbs. You'll stop. (5) Circuits are roughly textured.



# **Cool Boarders**







■ PLAYERS:

Two

■ ORIGINAL RELEASE Sept 1997

■ PRICE

£44.99

his is an opportunity missed. Because this is one game which could, and probably should have been very good. Alas it doesn't seem to have been produced by snowboarders, nor even by PlayStation enthusiasts. It is quite fun, true, but the graphics are not of the best quality and essentially the game is limited, with too many of the so-called options being nothing more than cosmetic.

What you get here is downhill snowboarding on any one of three 'pistes', with a choice of eight sets of clobber and six boards. The courses vary in difficulty, it doesn't matter what clothes you wear, and only two different boards are worth using – the fastest alpine board for time trials, and the hottest tricks board for freestyling.

You amass points by pulling

'radical big air' manoeuvres – i.e. doing acrobatic stunts in the air when you jump. When you crash you're told by an annoying man how "way uncool" you are, which tends to get a bit boring. You can turn him off in the Audio Configuration option, where you might also want to turn off the music too. There are eight tracks to choose from but again they're no great shakes. Without the music you are left with only the sound effects of your snow wake – a white noise track that increases in volume as you turn.

Graphically, the background mountain ranges are impressive

while the characters look like they were made in the *Blue Peter* studio.

It's not a terrible game though – a clean Time Trial can be quite exhilarating and there is satisfaction to be had pulling off tricks. There's just not enough depth to it. It wouldn't have taken much to think up eight names for your boarders, instead of calling them male/female: types one to four and it would be great to have a race option too.

With a little more thought, time and effort this would have won through, (see *CB2*, page 84).

#### VERDICT 6/10



[1] Looks like a face plant may be imminent. [2] A snowy Stonehenge?

# Crime Killer

■ PLAYERS:

Tw

■ RELEASE DATE August 1998

■ PRICE

£44.99

he design brief behind Crime Killer is fine in principle. Each of its 16-odd levels offers a new set of roads, where you take control of a police vehicle – a car, plane or bike – and pursue criminals, destroying or immobilising them as directed. However, the physical realisation of

this simple idea is less appealing. The game's generic futuristic locales are unsophisticated and drab; similarly, the design of its vehicles leaves a lot to be desired. In one instance, you're invited to destroy a juggernaut only to discover that the anticipated roadhogging monstrosity is just a small collection of polygons. More of a "juggernot", then. *Crime Killer* is packed with such anticlimaxes.

Crime Killer's car chases would be rather more engaging if its driving mechanics were a mite more sophisticated. Fair enough, that the game's developer, Pixelogic, was not attempting to create a racing sim, but it's rather too simple to control the three vehicles on offer. Strangely, they appear divorced from the roadways they negotiate, gliding with consummate ease around corners. Braking is a nearinstantaneous procedure, and crashes lead to only a momentary loss of velocity.

In short, you don't "drive" as such. When pursuing criminals, left and right controls are used to align your fire with the rear of your current assailant. Collisions mean nothing, and the tunnel-like nature of *Crime Killer's* maps means that players are rarely, if ever, taxed by any particular corner or obstruction.

The game's one-player mode is of passing interest only because of its rigid level-based structure. Each new stage has a script, with set events occurring on cue. Two-player mode is better as players can go head-to-head in a basic exchange of firepower, or a less interesting collectmore-objects variant – but why should you favour this over other PlayStation games with a multi-player option? You shouldn't.

If it's car chases you want, stick with Need For Speed 3 or Grand Theft Auto.

VERDICT 4/10









(1) This one looks like he's under the influence. (2) Two-player mode is better... but that's only relative. (3) Frustration-fuelled strafing is frowned upon. But it's also understandable. (4) Explosions galore. (5) If reading this doesn't send you to sleep, nothing will.

# **Explosive Racing**







(1) Don't expect any V-Rally-style realism here. (2) Some of the cars have familiar lines. E-Type? (3) This may hurt a little.

■ PLAYERS:

On

■ RELEASE DATE

Sept 1997

■ PRICE

£34.99

hough strictly speaking the sequel to Burning Road, ER hasn't got a thoroughbred lineage or licence upon which to base its marketing strategy - its programmers had to find some other catch, and to that end they've decided to pretty well neglect realism - often seen as a must for racing games interjecting some simple slam-bam fun to lift it above the crowd. Forget finding perfect racing angles around corners, and never braking in anything but a straight line; Explosive Racing is about keeping your thumb rooted firmly to the accelerator button and heaving your car, bike, or truck around some of the wildest

But Explosive Racing isn't the next 'must have' racer in the way V-Rally was; it doesn't present the

race circuits you'll ever see.

right kind of challenges. By ditching the realism and forcing you to slide around the tracks as if they were all ice, the game hampers the fun aspect which it tries so hard to promote. You'll tire of it inside of a week so don't bother with it unless you can't understand this review.

Fast and graphically good but the lack of realism means there's not enough fun to last.

VERDICT 5/10









(1) All-out pedal to the metal racing. (2) The basic replay option. (3 - 4) Two vehicles and two big chins.

# Hardcore 4X4

■ PLAYERS:

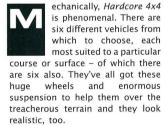
One

■ RELEASE DATE

Dec 1996

■ PRICE

£44.99



The vehicle controls are pleasingly responsive and despite the terrain you always feel that you've at least a chance of negotiating the circuit. Those that find the steering TOO responsive can adjust it accordingly. One of the shoulder buttons even boosts your revs for when you need that extra kick in tight situations. And it all rattles along at a fair old pace, too.

The half a dozen courses throw up a variety of challenges – be it on sand or snow, rock or mud. They're a little bit tight in parts and overtaking opportunities are limited but some of the visuals are splendid.

Hardcore 4x4 is a strange game in that it looks and feels fine, yet it really isn't much fun to play – at least, not as exciting as you'd expect. Despite the wealth of visual detail, it leaves you feeling a tad cold with its iffy weather and tight courses.

Spectacular, original and accomplished. Yet... strangely dissatisfying.

VERDICT 7/10









# Hi Octane







(1) This is the Chemobyl track hence the post-apocalyptic sky. Presumably, (2) The multicoloured caterpillars are speedos and other useful info. (3) Yes those are bullet holes in your windscreen. [4] Restless natives retaliate. (5) The splitscreen two-player mode.

■ PLAYERS:

■ RELEASE DATE:

Jan 1996

Two

£39.99 ■ PRICE:

i-Octane is, to say the least, a little on the disappointing side. It has more go than a tortoise, it has to be said, but when you compare this to the likes of

Wipeout - and we have to compare it to SIE's effort - it's like playing a Ford Probe off against a Citroën 2CV. Very little correlation.

Hi-Octane is a straight port of Bullfrog's PC version but has undergone a number of tweaks graphically as well as mechanically to bring it up to 'speed' for the PlayStation. Like Wipeout the graphics engine is polygon based and boasts an impressive number of detailed texture maps for added depth and feel.

The surprising factor is that although Hi-Octane is impressive in its own right, with a distinctive 3D styling unique to Bullfrog (a 3D graphics engine which has now become infamous thanks to the award-winning PC game Magic Carpet), Wipeout looks infinitely better and is certainly more detailed. What's more, Wipeout runs faster than a cheetah on speed.

Fundamentally there is very little difference between the two in terms of gameplay. Each is a 3D racer with chase or first person views and the player is armed with weapons capabilities, speed-ups, and there's plenty of worthy competition. Hi-Octane varies in that you are required to also concentrate on fuel, ammo, and armour depletion, making the game a little more tactile.

As a whole the game itself has been well planned and executed; but - and this is the unfortunate part - there's no escaping the fact that Hi-Octane was preceded by the far superior racer, Wipeout.

A good game but ultimately doesn't match up to SIE's Wipeout, let alone Wipeout 2097.

**VERDICT 6/10** 

### Jet Rider

■ PLAYERS:

■ RELEASE DATE:

March 1997

■ PRICE:

£44.99

he near future: people no longer race Grand Prix cars or horses. No. They fly around on exceptionally dangerous, very fast hover

bikes instead. Which is where you come in. Pick a bike, strap on a helmet and get ready to roar around a course with 19 other mad bikers.

Jet Rider was an out-and-out race game - there was no shooting at each other, no upgrading your bike, it was just a matter of getting around the courses as fast as you could. And it did that reasonably well at the time.

The courses are challenging and intricate, with lots of jumps and tight bends to negotiate, and the bikes are ultra-manoeuvrable, having extra tight turns available by using the shoulder buttons and a kind of electromagnetic lasso that whips you round hairpin bends and which is activated with the circle button. All this meant that you needed to take a long time to get to know each course well, and there were always opportunities to

improve your speed. Add the fact that the 20 different bikes available all had very different handling behaviour and you can see that we were talking about a fairly complex beast here.

There are 10 courses in all, and each is very different from all the others. You start with access to just three, but by winning a championship you gain access to more. Some of the courses are 'suicide' courses, which are basically two very tight turns at each end of a long straight, others are much longer affairs, and one particularly devilish one is made up entirely of ice blocks. The graphics are superb throughout, especially in the moody bayou courses, and the overall feel of the game is very impressive.

But Jet Rider didn't quite have the edge-of-your-seat sensationalism that made Destruction Derby 2, F1 and Wipeout 2097; the leaders in this genre. However, if you fancy a complex, hard-to-master racing game with a great two-player mode, you should get the sequel.

This was a challenging racer but it has now been well and truly eclipsed by Wipeout 2097.

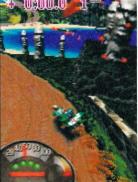
VERDICT 6/10

















(1) Split-screen, two-player mode. (2) Leader of the pack you are not - you always start last. (3 - 7) Variations on the theme of biting the dust: (3) Eat mud... (4) eat water... (5) eat hoarding... (6) eat thin air... (7) eat hoarding.

# Jeremy McGrath Super Cross '98



(1) Tell that bystander to get his hands out of his pockets. (2) Here comes another sharp one. (3) Split-screen two-player action. PLAYERS:

■ RELEASE DATE: July 1998

■ PRICE £39.99

M

otorcross in this country has a cult following compared to the mass popular support for such sports as F1 and British

touring cars. But in the States it's big. So Acclaim was tempted to test the waters with *JMSC '98*, endorsed by seven-times AMA champion Jeremy McGrath.

You can select your contestant from 24 riders on offer. The courses are set within indoor arenas, canyons and a host of suitably rugged outdoor locations, and each comprises tight corners, huge hills and dusty surfaces.

But while there is much to recommend *JMSC '98*, its overly simplistic controls let it down.

A strong premise is let down be sub-arcade controls. If more work had gone into the feel of the control system, this would have been a surprise hit.

**VERDICT 6/10** 



# **Impact Racing**

■ PLAYERS: One
■ RELEASE DATE: July 1996

■ PRICE **£44.99** 

mpact Racing invites you to drive very quickly along a succession of courses firing laser guns at the cars in front and dropping the odd mine while you're about it. This would appear to be the sum total of the action. Everything moves at feverish pace and when you swoop over hills your car takes on board 'serious air', as they might say in a snowboarding magazine, perhaps.









(1) Too slow, you need to drop some mines.
(2) The whole game runs at a good pace.
(3) You race through city, mountain and space on 12 tracks.

It's quite fun for a while but sadly *Impact Racing* becomes an all-too predictable adventure after a short while. Steer, shoot, drop mines and collect power-ups. That's about it, we're afraid.

About as average as half marks can be really.

VERDICT 5/10





# Motor Mash



■ PLAYERS:

Four

Dec 1997

■ RELEASE DATE:

£44.99

M

■ PRICE:

otor Mash is a 'viewed from above' multi-player racing sim very similar to the highly successful Micro Machines series. In

case you didn't know, (and not everybody has played *Micro Machines* – it just seems like it) a 'viewed from above' racer is just as it sounds. Instead of seeing the action at track level you view a race from above as if hovering in a helicopter. The action is fun, fast and furious,

with vehicles zooming off into the distance, and others colliding and sliding-off all over the place.

It's a highly polished game built by people who have obviously done this kind of thing before. The 3D theme worlds are beautifully realised and interact well with the gameplay (try driving off a cliff or straying too close to a car-eating plant). The camera work is also smooth and intelligent, the cars handle quite superbly, and there is plenty to test your driving-at-speed skills to the limit. Sadly though it lacks originality and the ability for multi-player fun.

Not ground-breaking but its pace, sense of humour and

overall quality hold it together.

VERDICT 6/10



(1) One of the game's six theme worlds. (2) Get to the front any way you can. (3) And it's very similar to Supersonic Racers.

# Need for Speed 2



good. (2) Even the intro featuring real cars looks good. (3-5) But NFS 2 iust doesn't deliver.

■ PLAYERS:

■ RELEASE DATE: June 1997 ■ PRICE:

£44.99

his is another sequel that

isn't even an equal. EA's

One

This road-racer just doesn't cut the mustard.

machines to play with. But the

handling is a disappointment - it's

just far too sensitive – and the tracks

are either too easy or too difficult

with nothing in between.

VERDICT 5/10







original Need For Speed managed to rack up a score of 8 out of 10, but this racer doesn't live up to its promise. The graphics are lush and rich, but the whole thing just happens too slowly and there's no sense of being in control.

The six courses you get are dotted with some alorious scenery and you get to choose from eight of today's greatest road racing

# Peak Performance



As in Ridge Racer, winning races in Peak Performance is largely down to mastering the power slides.

■ PLAYERS:

■ PRICE:

■ RELEASE DATE:

March 1998

£44.99

eak Performance, JVC's latest racer, attempts to stand out from the crowd by offering more depth and options than the rest.

In addition to the fairly standard one player, two player and Time Trial options, you can select to tune your car, or even create a new course to race around. Although the design system is limited, it's nonetheless great fun to play around with. Best of all, you can save your creations

to a memory card, allowing you to swap cars and courses with friends.

Sadly, when it comes to actually racing, Peak Performance is a bit of a let-down. The general handling and feel is quite arcadey, relying heavily on powersliding. This in itself is no bad thing, but although it's similar to Ridge Racer, it simply isn't as responsive and fun to play.

Despite all the neat touches and fancy desian systems, the racing itself just isn't exciting enough.

VERDICT 5/10

[1] Peak Performance is ironically average. (2) Unfortunately you can't smash up any of the cars - even your own.



## Rapid Racer

■ PLAYERS:

■ RELEASE DATE:

Nov 1997

■ PRICE:

£34.99

here are few frills in Rapid Racer. It's basically Ridge (or Rage) Racer on water, though you can run into power-ups which provide you with muchneeded turbo boost. You get a choice of three speed boats before the race and then earn the right to bigger, more powerful and more dangerous craft. Likewise you progress to a greater selection of

courses as your ranking increases.

Our major gripe with Rapid Racer is the actual handling of the speedboats. You don't really feel like your boat is sitting in the water, reacting to it. Collisions with the bank are a bit random too - sometimes you bounce off with a splash and others you get thrown through the air. Collisions with other boats are also poorly handled.

Rapid Racer is well-designed and nicely coded but it only really novelty value differentiate itself from other, better racers.

VERDICT 4/10



avoid. (2) Beware unwanted passengers. (3) The boats are so difficult to control it's a real achievement when you do

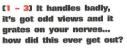
overtake, [4] Al is hard to beat,

pos 01/16

2'06'44











■ PLAYERS:

Two

May 1997

■ RELEASE DATE

PRICE

£39.99



peedster uses a curious viewing angle of almost directly overhead and this perspective can be played around with by zooming

out until you're in a racing game where the track is vertical. It's a weird feeling.

You're given a choice of eight in two classes vehicles Performance cars (sports cars) and Heavy Metal vehicles (dune buggies and pick-up trucks) - with eight tracks to race on, either singly or one after the other Championship mode.

Muscling your way past the other cars is what Speedster's all about and this is complicated by the fact that your car takes damage through contact with obstacles. This doesn't diminish your performance, but once you've filled your small damage meter your car conks out, which means you've got to inch your way past the other guys while trying not to make too much contact. It's tricky stuff, especially on one of the higher skill levels. One thing that bodes ill is the fact that the replay feature is more fun than the game.

Poor control, weird views and ill-conceived gameplay. Tsk, eh?

VERDICT 5/10

### Street racer

■ PLAYERS:

■ RELEASE DATE

July 1996

■ PRICE

£39.99



biSoft brought us an undated version of their SNES and Mega Drive hit, Street Racer. But rather than slip in polygon

characters or try to impress us hardened hacks with motion-

captured nonsense, Vivid Image (the game's developers) took a humbler route by keeping the sprite-based design for the game's characters, and concentrating their powers on improving the tracks.

Now while the programmers let rip somewhat, with 60 frames per second it still looks awful and you get the feeling that the track moves around the car, which sticks in the gullet a bit.

The game also tried to impress us with a range of kooky characters; a bimbo, a monster a witchdoctor... hmm... impressed?

Obviously the desire here was to take on Micro Machines and Mario Kart and win. It doesn't.

The early defence for this was 'wacky-ness' not any more.

VERDICT 4/10







[1] Fach charcter has hie own weapons. (2) There are different view to choose. [3] There are also different games to

# 2 Extreme



(1) Skate in Italy, (2) Board in Switzerland. (3) Bored in minutes more like - give it a wide berth.





■ PLAYERS:

Two March 1997

■ RELEASE DATE

■ PRICE £44.99



xtreme is a sequel, of sorts, to ESPN Extreme Games But 18 months on, this wasn't as good its predecessor.

Essentially you hurtle along roads, shimmy past obstacles, stick one on your opponent and zoom through as many gates as possible to earn bonuses and cash.

But the courses aren't nearly as nice as before. There are 12 in total, split between four locations - Los Angeles (skateboarding), Las Vegas (roller blading), Africa (mountain biking) and Japan (snowboarding). And they're all a tad bland or rather too similar to the originals to bring a broad grin. The only real difference is the inclusion of the snowy courses but this appears to an afterthought.

There's a split-screen, two-player option and you can race seasons for cash in three different difficulty classes. Unlike the original, there's no split disciplines in that you can't race a bike against boards or blades. Shame. No, 2xtreme is competent and it's fun but not worth hard cash.

Another tale of an aged veteran that was todge on last year.

VERDICT 4/10

# VMX Racing

■ PLAYERS:

■ RELEASE DATE

July 96

■ PRICE

£34.95



hat a load of stupendously lo-res, sub-arcade, ultrapixellated, collisiondetection missing, pop-up riddled old slurry. From

the heinously scanned 2D spectators to the heavy metal soundtrack, VMX Racina is as close as the PlayStation got to an early, poor Saturn game

The game then. Seven tracks, four riders and some 125/250cc motorbikes. A fine premise but in practice, terrible. First off, straying off the track by just one pixel will send your bike tumbling. Hit a blade of grass? You're off. Run over a tiny

flag? You're off. Harsh and indeed ludicrous stuff but don't worry, the Anaheim Supercross bowl enables you to jump between lanes, just as the game also enables you to drive through sheds and 'land' mid-air. Or mid-tree.Immensely annoying

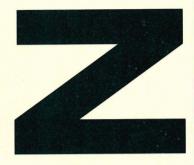
Why are you still reading this?.

VERDICT 3/10



#### GAMES DIRECTORY





HERE IT IS - THE MOST COMPREHENSIVE LISTING OF PLAYSTATION RACING GAMES EVER! WE RATE 'EM. WE SLATE 'EM, WE BET YOU HAVEN'T PLAYED 'EM ALL!



#### AIR RACE

PSM 26 - 7/10 - Racing/flight sim Pleasantly surprising. Obvious faults, but robust, smart and fun-filled.

**ANDRETTI RACING '97** PSM 11 - 7/10 - Racing sim





Varied, fun, but slightly clunky racer. Pales in comparison to Ridge Racer.

#### **AUTO DESTRUCT** PSM 29 - 6/10 - Racing /strategy Not all bad, but far from excellent.

Bones of the game are good, but it soon becomes repetitive.

AYRTON SENNA KART DUEL PSM 15 - 3/10 - Racing game



Terribly produced and exploitative mess of a karting game. Stay away.

#### AYRTON SENNA KART DUEL 2 PSM 36 - 4/10 -Kart racing

Low quality, simplistic racer. Rough, ropy, clunky.



#### RURNING ROAD

PSM 12 - 5/10 - Racing game Bland arcade-style title which aims at Ridge Racer and falls way short.



DSM 32 - 6/10 - Snowboarding sim Proficient snowboarding game, but it lacks anything innovative.

#### O CIRCUIT BREAKERS

PSM 33 - 9/10 - Racing game Addictive, clever, considered top-down racing, Best with four players.

#### COLIN MCRAE RALLY PSM 35 - 9/10 - Arcade racer/racing sim

Racing fans must buy it, go on, off

**COOL BOARDERS** PSM 16 - 6/10 - Snowboarding sim



Interesting, amusing but seemingly rushed attempt at a trendy sport.

#### **COOL BOARDERS 2**

PSM 29 - 8/10 - Arcade racing Detailed sports sim, supercool arcade racer and wish-fulfilment par excellence, a vast improvement on CB1.

#### CRIME KILLER

PSM 35 - 4/10 - Racing/shoot 'em up Unimaginative idea and poor driving mechanics.

#### CYBER SPEED

PSM 2 - 3/10 - Futuristic racer Wipeout, but dull and sadly pointless. The graphics are passable.







PSM 1 - 7/10 - Racing game Exhilarating crash-and-smash racer let down by a few key faults.

#### O DESTRUCTION DERBY 2 PSM 13 - 9/10 - Racing game

A total visual and gameplay overhaul of the original title. Brilliant stuff.



#### **EXPLOSIVE RACING**

PSM 24 - 6/10 - Racing game A cartoon racer which tries hard to be different, sacrificing playability.



#### **FELONY 11-79**

PSM 26 - 7/10 - Racing game Inadequate in many ways, but its entertainment value masks its flaws.

PSM 11 - 9/10 - Racing sim A realistic and immensely playable racer. Essential in its day.

**○ FORMULA 1 97**PSM 24 - *9/10* - Racing sim

Superior in almost every regard to the 1996 original. A motorsport landmark.

#### FORMULA 1 '98

PSM38 - 7/10 - Racing sim It's no better than F1 '97 and it's no better than the original F1.

#### FORMULA KARTS: SPECIAL EDITION PSM 27 - 7/10 - 3D racer

Great little racer. Works well as a sim and an arcade one- or two-player.



PSM 32 - 10/10 - Racing sim Takes on every other PlayStation racer and sends them squealing to the pits.

#### HARDCORE 4X4

PSM 14 - 7/10 - Racing game An original off-roader which suffers due to tight, restrictive courses.

#### HI-OCTANE

PSM 3 - 6/10 - Racing game

Another futuristic racer which tries to match Wipeout but lumbers behind.

### TOP FIVE

#### **RACING GAMES**



**GRAN TURISMO** 

PSM 32 - 10/10 - Racing sim



#### COLIN MCRAE RALLY

PSM 35 - 9/10 - Arcade racer/racing sim



#### CIRCUIT BREAKERS

PSM 33 - 9/10 - Racing game



#### RAGE RACER

PSM 21 - 9/10 - Racing game



#### O DESTRUCTION DERBY 2

PSM 13 - 9/10 - Racing game A total visual and gameplay overhaul of the original title. Brilliant stuff.

#### GAMES DIRECTORY

#### IMPACT RACING

PSM 9 - 5/10 - Driving/shooting sim Limited arcade racer which excites initially, but soon becomes tiresome







#### JEREMY MCGRATH SUPER CROSS

PSM 35 - 6/10 - Motorbike racing Let down by sub-arcade controls. Could have been a hit.

#### JET RIDER

PSM 17 - 7/10 - Racing game A complex, quirky racer which lacks the sensationalism of F1 or Wipeout.

#### JET RIDER 2

**PSM 30 - 8/10 - Racing game**Great bikes , lots of imagination, but the course design isn't up to scratch.



#### **MEGAMAN BATTLE & CHASE**

PSM 25 - 3/10 - Cartoon racer Basically just a bad clone of Mario Kart.

#### **O MICRO MACHINES V3** PSM 18 - 9/10 - Racing game

Cute, addictive racing action.

#### MONSTER TRUCKS

PSM 17 - 6/10 - Racing game The lack of true driving 'feel' makes this more mouse than monster.

#### **MOTOR MASH**

PSM 27 - 6/10 - Driving game
Pace, sense of humour and overall quality revitalize an old idea.

#### MOTO RACER

PSM 26 - 8/10 - Motorbike racer Gets the adrenaline pumping, and keeps it flowing.

#### MOTOR TOON GP2

PSM 12 - 8/10 - Racing game Gorgeous visuals and a wealth of courses but the handling's a bit shaky.





#### MOTORHEAD

PSM 32 - 8/10 - Arcade racing game A true adrenaline rush of a game, with a daring bundle of interesting ideas.



#### **NASCAR RACING**

PSM 14 - 4/10 - Racing game Crusty 'serious driving sim' which seriously fails to convince.

#### NASCAR '98

PSM 27 - 6/10 - Wreck-heavy race sim An improvement over NASCAR, weighed down by poor handling.





#### NASCAR '99

PSM 40 - 510 - Wreck-heavy race sim This series just isn't getting any better

is it? Still just plain dull, despite three attempts, will they learn?

#### O NEED FOR SPEED

PSM 5 - 8/10 - Racing game

Rough-around-the-edges racer with an undeniably high fun factor and the first of the new generation of racers.

#### **NEED FOR SPEED 2**

PSM 20 - 5/10 - Racing game Includes all the faults of the first title, but removes the fun element.





#### **NEED FOR SPEED 3:** HOT PURSUIT

two-player mode.

PSM 33 - 7/10 - Racing game A great game if you love car chases, with the added bonus of an excellent

**NEWMAN HAAS RACING** 

PSM 31 - 8/10 - Racing sim A great IndyCar adaptation of Psygnosis' F1 engine.



#### PEAK PERFORMANCE

PSM 30 - 6/10 - Racing sim Ambitious, but let down by the very

average game engine and the everyday graphics.

#### PENNY RACERS

PSM 14 - 5/10 - Racing game Cutesy racer which lacks that elusive driving 'feel'. Abundantly average.





#### PHAT AIR EXTREME **SNOWBOARDING**

PSM 36 - 5/10 - Snowboard simulation Jerky and disjointed controls provide little game satisfaction.

#### O PORSCHE CHALLENGE

PSM 19 - 8/10 - Racing game Combines the exhilaration of an arcade jaunt with the realism of a sim.

#### **POWER BOAT RACING**

PSM 34 - 5/10 - Racing sim Tricky to start playing with jerky graphics - a disappointing game



#### O RAGE RACER

PSM 21 - 9/10 - Racing game Fabulous arcade racer with perfectly tuned gameplay and slick visuals.

#### RALLY CROSS

PSM 21 - 7/10 - Racing game Immensely frustrating at first, but does offer a considerable challenge.

#### RAPID RACER

PSM 25 - 6/10 - 3D racing game Well-designed but more of a novelty than a thrilling racing experience.

#### RAY TRACER

PSM 21 - 7/10 - Racing game





A fine arcade-style experience, which doesn't last long enough at home.

#### O RIDGE RACER

PSM 1 - 9/10 - Racing game The quintessential PlayStation racer. Smooth, playable, unforgettable.

#### O RIDGE RACER REVOLUTION

**PSM 6 – 8/10 – Racing game** Improves the visuals a little, adds a couple of new features, and that's it.

#### ROAD RAGE

PSM 16 - 5/10 - Racing sim





Another dodgy Wipeout clone which fails to generate tension or excitement.

#### **ROAD RASH 3D**

PSM34 - 7/10 - 3D racing/fighting Above-average arcadey racer.

#### O ROAD RASH

PSM 3 - 6/10 - Bike racing game Formulaic racer that sounds like a medical complaint and is less fun.

#### **ROCK AND ROLL RACING 2**

PSM 36 - 4/10 - Futuristic racer Insipid, hollow, soleless fare. Brain implodingly frustrating. Horrid.



#### SAN FRANCISCO RUSH

PSM 37 - 4/10 - Arcade driving





#### S.C.A.R.S. PSM 36 - 8/10 - Racing

A great racing game that gave Circuit Brakers a run for its money.







#### **SPEEDSTER**

#### PSM 19 - 5/10 - Racing game

Refreshingly different, but lacks the necessary speed and drive.



#### STREET RACER

#### PSM 13 - 7/10 - Racing game

Polished cartoon graphics and good, honest gameplay mark this racer out.



#### SUPERSONIC RACERS

#### PSM 11 - 8/10 - Racing game

Ultra-competitive eight-player cartoon racer. Cute and playful. Like a kitten, though the graphics are getting more and more dated as time marches on.



#### **TEST DRIVE 4**

#### PSM 28 - 7/10 - Racing game

Gorgeous-looking, fast and fun, but it lacks the necessary depth.

#### TEST DRIVE: OFF ROAD

#### PSM 23 - 6/10 - Racing game

The one-player game is okay, but the two-player option is poorly designed.



#### **TEST DRIVE: 5**

#### PSM 40 - 8/10 - Racing game

A disappointing racer which doesn't provide the thrills you expect of it.

#### **O TOCA TOURING CAR CHAMPIONSHIP**

#### PSM 27 - 9/10 - Racing simulation Excellent: realistic and fun; great graphics and

sound and fantastic handling. O TOCA TOURING CAR CHAMPIONSHIP 2

#### PSM 40 - 9/10 - Racing simulation

Excellent: twice the tracks, greater frame rate, and backed by the growing importance of the licence it represents. It can't fail.

#### TOMMI MÄKINEN RALLY

PSM 35 - 6/10 - Rally racer

#### TOTAL DRIVIN'

#### PSM 25 - 8/10 - Racing game

A huge variety in tracks and cars but doesn't quite work as a single game.

Disappointing when compared to other racers.

#### TWISTED METAL

#### PSM 2 - 7/10 - Driving game

A crash and smash treat for two players, but rather dull for one.

#### O TWISTED METAL 2



#### PSM 17 - 9/10 - Car beat 'em up

A veritable one-off. Stuffed with detail and thrilling, addictive action.



#### O V-RALLY

#### PSM 21 - 9/10 - Racing game

Fine visuals and a plethora of tracks and cars combine in this tricky racer.

#### VIGILANTE 8

#### PSM34 - 7/10 - Driving combat game

Enjoyable in two-player bursts, and sharp-looking. Twisted Metal 2's better, though.

#### PSM 33 - 3/10 - Motorbike racing sim

The pits - infuriating and tedious.



#### WIPEOUT

#### PSM 1 - 8/10 - Racing game

Dizzying pyrotechnic racer set in the near-future. Marvellous soundtrack

#### O WIPEOUT 2097

PSM 12 - 9/10 - Racing game
Improved gameplay and brilliant link-up option keeps this ahead of rivals.

#### WRECKIN CREW

#### PSM34 - 7/10 - Arcade racer

Pleasant change from simmy games. Not taxing, but fast and frantic.



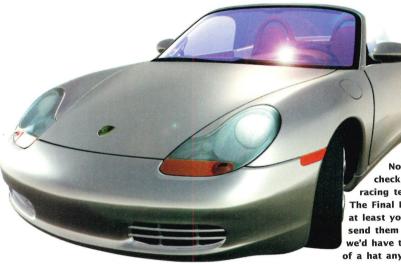
#### 2XTREME

#### PSM 17 - 6/10 - Skating sim

Almost unique as a sequel: takes the original and makes it a bit worse.

#### The UK's Biggest & Best Audio Cheats Service Need for Speed 1, 2 & 3 Porsche Challenge Andretti Racing • Gran Turismo Street Racer Auto Destruct • Grand Theft Auto Impact Racing Rage Racer Rally Cross • Test Drive 4 Circuit Breakers • Test Drive Off Road Colin McRae Rally Indy 500 • Cool Boarders 1 & 2 Jeremy McGrath Super '98 Ranid Racer • TOCA Ray Racers Ridge Racer Ridge Racer Rev Road Rash & 3D Tommi Makinen Rally Courier Crisis Jet Rider Total Driving VR Powerboat Racing Destruction Derby 1 & 2 Micro Machines V3 • Felony 11-79 Monster Trucks • Formula 1 Moto Racer • V-Rally • Wing Over • Formula 1 '97 Motor Head San Francisco Rush Nascar Racing & '98 Wipeout & 2097 • Formula Karts EIF Magic: The Gathering Mass Destruction Star FighterSteel Harbin Agile Warrior Air Combat Alien Trilogy Descent Maximum • MDK Tempest X3 Tiger Shark Time Crisis Die Hard 1, 2 & 3 • Mech Warrior 2 Area 51 Armoured Core Disruptor @ N20 Nanotek Warrior • Assault Rig Tunnel B1 Twisted Metal 1 & 2 Duke Nukem: Total Nuclear Strike Auto Destruct • One • Vigilante 8 • Final Doom Poy Poy Project Overkill Carnage Heart Colony Wars Ghost in the Shell Ray Storm • G-Police • Warhammer: Dark Omen "Red Alert" & Retaliation • Hayan Warhawk Resident Evil 1, 2 & Contra Legacy of War Crime Killer • In The Hunt • Worms Krazy Ivan • X-Com Loaded Lone Soldier Critical Depth • Return Fire Terror from the Deep Crusader: No Remorse • Xevious 3D Shadowmaster Darklight Conflict Dark Forces Machine Hunter Magic Carpet Soviet Strike GAMES PLATIFORM • Super Puzzle Fighter 2 Abe's Oddysee Firo & Klawd Pandemonium 1 & 2 Bomberman World Bubble Bobble Parappa the Rappe Pitfall & Pitfall 3D • Forsaken • Tetris Plus Gex & Gex 3D Pro Pinball The Lost World Theme Hospital Theme Park Bust a Move 1, 2 & 3 • Gunship 2000 • Rascal Hercules Jersey Devil • Rayman Crash Bandicoot 1 & 2 Riven: The Sequel to Myst Rosco McQueen Sim City 2000 Skull Monkeys Jumping Flash 1 & 2 • Tomb Raider 1 & 2 • Klonna Treasures of the Deep War Craft 2 Kula World Beath Tran Dunneon Excalibur 2555AD Fade to Black • Lucky Luke Soot Goes to Hollywood Suikoden Final Fantasy VII Soul Blade • Tobal Number 1 & 2 Toshinden 1, 2 & 3 Spawn Star Gladiator Street Fighter Alpha 1, 2 & Ex Plus War Gods & Trilogy Psychic Force Rise of the Robot 2 Tekken 1, 2 & 3 The Incredible Hulk Nagano Winter Oly NBA Hanotime MHL Face Off & 198 WCW Vs The World Tennis Arena World Cup '98 World League Soccer WWF War Zone NBA Jam Extrem NBA Live 96, 97 & 98 NBA Shootgut 96, 97 & 98 FIFA '96, '97 & '98 Int. Track & Field WWF Wrestlema NBA Zone 2& 98 • NFL Gameday '97, '98 & '99 • NFL '97 & '98 Jonah Lomu Madrien '97 & '98 Including 100 N64 cheats & tips Calls cost 50p per minute at all times. Average call time 2.3 minutes. Hotine does not guarantee the accuracy of the cheats. Automatic cut off at 6 minutes. Please seek permission of the bill payer.

PO Box 50, Sr. Austell,



# BUIZ: THE ROAD TEST

ARE YOU A BOY RACER OR A LADY DRIVER RESPONSIBLE FOR 85% OF SMALL INSURANCE CLAIMS

Now you've immersed yourself in all things fast and competitive, it's time to check out your credentials. So we've brought together a metaphorical barn full of racing teasers to test your knowledge. And just to make it un poco more interessant The Final Round comes with a prize (if you get it right and are pulled out of a hat... or at least your answers are pulled out of a hat... the answers you send in that is... if you send them in), so the answers to that section will not be included at the end, otherwise we'd have too many correct answers to fit in the hat... not that we actually pull them out of a hat anyway.... we don't have a hat to hiss in.

To kick off with, the first two rounds deal specifically with the real racing world to check out whether you're a hot shot or a grease monkey.

#### **ROUND ONE. Drivers start your engines**

- 1 Jim Clark, the English motoring legend, died in 1968 racing for which team?
- 2 Which Tyre manufacturer entered the Formula One stage for the first time in the 1997 Season?
- 1 He's famous for pasta sauce, salad dressing, acting in films and he's one half of a highly successful American CART racing team. Who is he?
- What does Testa Rossa translate as? 6 Which 60s motor racing star is the only
- man to have been World Champion on both two wheels and four?
- 1 How did former F1 World Champion Damon Hill's motor racing father Graham Hill die?
- 10 What rally car manufacturer's team will Colin McRae be leaving Subaru to join next year?

Who are popularly

know in motorsport

as the Tifossi?

Which Brit and former F1 World Champion competed occasionally in this year's TOCA British touring car championship (he's a Brummy)?

10 Which city's racing circuit did F1 supremo Ayrton Senna die at?

#### ROUND TWO. And another thing...

Why this round is separated from the first is a mystery that confounds quiz setters the world over, for this too concerns itself with racing in the real world. If you can spot any obvious differences between Round One and Round Two write in and we'll send you our love.

- 1 Which British car maunufacturer had a string of victories at the Le Mans 24-hour GT race in the 1950s?
- 2 Over what distance was the famous Italian race, the Mille Miglia raced?
- (3) What was first name of the founder of Ferrari?
- What Brit two-time winner of the RAC rally, who also made the Ford Escort
- famous in the '70s, died eariler this year? (5) Which driver has been the F1 World
- Champion the most times? (1) Which club owns the Silverstone racing circuit?
  - 🕡 If a marshall at a racing track waves a blue flag at you when you are racing what does it mean?
    - Which F1 manufacturer also makes one of the fastest road legal production
    - cars in the world? Which driver won this
  - year's British touring car championship?
- Who is Murray Walker's cocommentator, once a F1 driver himself?

#### **ROUND THREE. Back from reality**

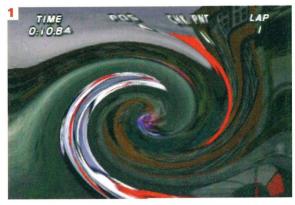
We've tested your racing knowledge but now it's time to hunker down and throw in the PlayStation wildcard, how good is your game knowledge?

- 1 What game is traditionally launched by Namco on 3 December?
- 2 Which game boasts the following courses: Corsica, Australia, Indonesia and Sweden?
- Reflections, the team behind Destruction Derby 1 & 2 are currently working on a new driving title set in the '70s and pulling inspiration from classic movies like Bullitt. What is the name of the game?
- 4 Which game features power-ups and weapons that allow you to, amongst other things, spray oil, grow crazy legs on your car and cover your mates with bizarre lumps of foa
- What driving game did the team responsible for Gran Turismo first produce for the PlayStation?
- (1) Who released the dire Tommi Makinen racing game?
- 10 Name the five teams in Wipeout 2097.
- Street Racer was created by an individual whose last name is Dinc, what's his first name?
- 1 Which was the first platinum game fully compatible with the Dual Shock?
- 10 Which racing game was the first Dual Shock compatible game released on the PlayStation in the UK?





FINAL ROUND: The Screentest OK, you've had your fun, now it's time to get serious. Here are 10 (count 'em) screenshots from a selection of PlayStation racers, all you have to do is name each and every one and send the answers, on a postcard to: Quiz Official PlayStation Magazine Racing Special, 30 Monmouth Street, Bath, B&NES, BA1 2BW





















#### THE VERDICT: SCORES ON THE DOORS

#### 0-10

Oh dear, you're reading the wrong magazine aren't you? You need a good cross-stitch mag if you were a car, and we're betting you're not, you'd be a post-joyride Capri, burnt out on the edge of some waste ground.

Mediocre man, you're a middle of the road, straight as a die, a predictable-as-you-like 2CV, you even have the remnants of a Nuclear No Merci sticker from your previous french teacher owner. Bad cold starter too.

Slipping up a gear now, but still not getting anywhere fast, you are a salesman's company car, a Ford Probe most likely. You see yourself as sleek and sexy but you look and sound like a right dick.

Here we go now, you're a funk soul brother, ahem, you're a BMW 3 series in bright yellow with the largest stereo this side of Essex, a pair of knickers hanging out of the ashtray on your way to Sasha's niteclub.

A winner every time; fast, sharp and very, very red, you mate are a Ferrari, you're not of course but if you were a car you would be. Actually you're either mad, or Murray Walker, which is quite a close call.

#### **ANSWERS**

Colin McRae World Rally Oriver

Circuit Breakers

6 Motortoon GP © Europress

🕖 Auricom, Qirex, Piranha,

Feisar

8 Mev TOCA Touring Cars **(10)** Gran Turismo 6 The British Racing Drivers Club

You must let the faster car behind you overtake.

> ® McLaren ® Rickard Rydell Martin Brundle

> > ROUND THREE:

Ridge Racer

O Nigel Mansell mola (Imola

ROUND TWO: 📵 Jaguar

20 1000 miles Enzo

Roger Clark 6 Juan-Manuel Fangio (5time winner)

#### ROUND ONE:

Lotus

8 Bridgestone Paul Newman

4 Red head (after the red cam-heads under the bonnet)

6 John Surtees In a plane crash

Ford

(1) Italian Ferrari fans

# TOP SECRET

THERE ARE CERTAIN WAYS TO DRIVE A CAR THAT MEAN YOU WILL END UP AT THE HEAD OF THE PACK, AND NONE OF THEM INVOLVE THE HIGHWAY CODE. HOW PECULIAR...

# BEAT THE

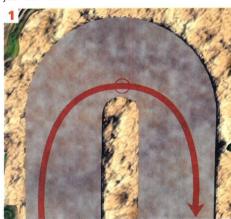
#### THE ART TO QUICKER CORNERING

You don't need us to tell you that even next door's grandmother can drive in a straight line; the straight is one part of the track where your speed is solely governed by your car's performance limitations. Corners are a different story and technique is everything, sorting out the wheat from the chaff, especially when the performance of the cars is similar. The keys are momentum and traction and how to conserve the most of both all the way through the corner.

The principal school of thought supports the 'Slow In - Fast Out' approach to cornering speed (this is also a leading theory amongst one-night stand specialists, but that's another thing altogether...) and the 'Out-In-Out' approach to road placement. Confused? Here are some cornering examples we prepared earlier.

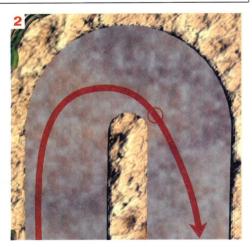
#### 1: SLOW IN - FAST OUT

On the way into a curve you decelerate and once past the vertex on the way out you accelerate again. The idea here is to slow the car just long enough to be able to turn into the corner and then reaccelerate as soon and as hard as possible out the other side. You probably already know what happens if you don't get this right – anything from going straight on through the metaphorical (or actual) hedge, to losing too much traction mid-corner and spinning your car out.



2: OUT - IN - OUT

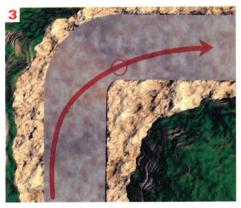
Quite simply, road positioning for cornering is all about straightening the curve as much as possible by using the full width of the circuit. As



shown, you approach it starting as wide as possible before turning in and clipping the apex (surprisingly where you do this is known as the 'clipping point') Once past the apex you head for the outside of the track as you exit. By straightening the curve like this you're making a less severe change of direction and keeping as much speed through the whole corner.

# 3: SETTING THE CLIPPING POINT AFTER THE APEX

That's right, now we've told you the theory we're going to say that actually, in reality the best way of cornering is a little different. With most racing cars the fastest way to corner is by



setting the clipping point after the apex, giving you a straighter exit from the corner so that you can accelerate harder for less loss of traction.

The importance of acceleration during the later half of corners.

Both Slow In – Fast Out and Out-In-Out techniques hinge on the importance attached to speed in the latter half of a corner rather than the first. This is in part due to the advantage it gives in a racing situation where the car that accelerated the fastest through the exit of a corner will be able to overtake or stay ahead of its rivals in the straight bit of track after the

#### 4: CHICANES

The last curve of one of these double whammies is always the most important one to take the

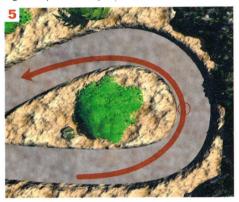


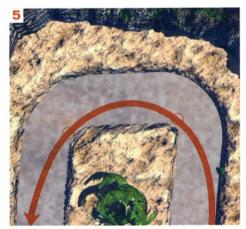


right speed and line through - in other words, getting the straightest line through the second curve of the set will mean you can accelerate harder and earlier away from the chicane.

#### 5: COMPLEX CURVES

Consider complex curves such as those illustrated as one integrated compound, picking your line and clipping point so as to maintain the highest speed through the corner. Complex





curves with more than one radii (a double bend in English) are often best taken as one curve with a clipping point at an imaginary apex between the two curves.

#### **6: GENTLE CURVES**

Pretty obvious this one. When possible, take the straightest line through gentle bends - this is always the shortest and fastest route to take.

#### 7: THE WHOLE CIRCUIT

At the risk of stating the obvious, join a load of different curves and straights and you get a circuit: so the approach to any particular corner will be greatly influenced by what comes immediately before it and after it. It's the whole lap time that really matters – funny that.

#### 8: PERFORMANCE EFFECTS

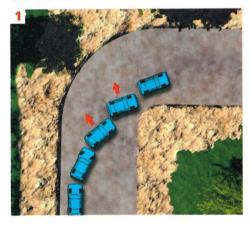
If you upgrade your car, or change its set up then the optimal driving line will alter for any corner. Not only the speed, but the handling characteristics, tyre grip etc. will all influence the optimal line.

#### **ADVANCED CORNERING TECHNIQUES**

Not just steering alone, but combining steering inputs with throttle control can be used for different cornering styles.

#### 1: FOUR WHEEL DRIFT

This is achieved by oversteering during deceleration on the way into the corner. As the back of the car starts to break away, the rear wheels start to skid and the nose of the car heads towards the inside of the corner, neutralize the steering and add power. This will take the car through the corner with all wheels sliding. This technique is suitable for rear-wheel drive and four-wheel drive race cars.



#### 2: TACKING IN

This technique is unique to front-wheel drive cars. Enter a curve straight, then cut power and steer around the curve at the same time. The car will dive into the corner as you back off the gas. Straighten out and accelerate going through the corner.

## 3: COUNTER STEERING OR OPPOSITE LOCK STEERING

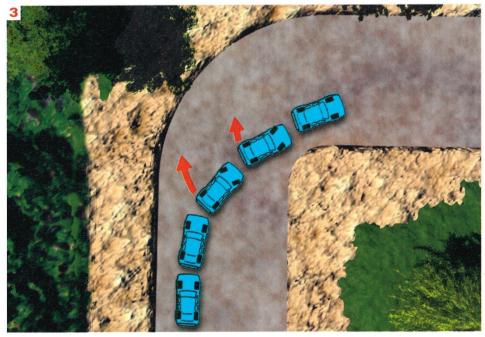
The term means to steer the wheels against the turn of a corner. If a car enters the corner too fast, the rear wheels could start to skid, resulting in a spin. To stop this, steer into the direction of the skid. This technique, on the track is normally used to prevent a car from spinning and is not for enhancing cornering speed. On loose surfaces, such as rally special stages, this is the way to get round corners while keeping the power on.

# 4: WEIGHT LOAD SHIFT ACCORDING TO POWER APPLIED

Pretty obvious this one. When running at a steady speed, the load is divided between the car's front and rear wheels in a fixed ratio. During deceleration, more of a load is put on the front wheels because of inertia, resulting in sharper steering response. Under acceleration, where more of a load is put on the rear wheels, a slower steering response results. Both the previously explained techniques of four-wheel drift and tacking in use this weight load shift.

#### **5: THE INSIDE LINE**

If you've got it, stick to it and hog it all to yourself. It's always the fastest way through any corner and if you've got it then no one else can have it, can they?



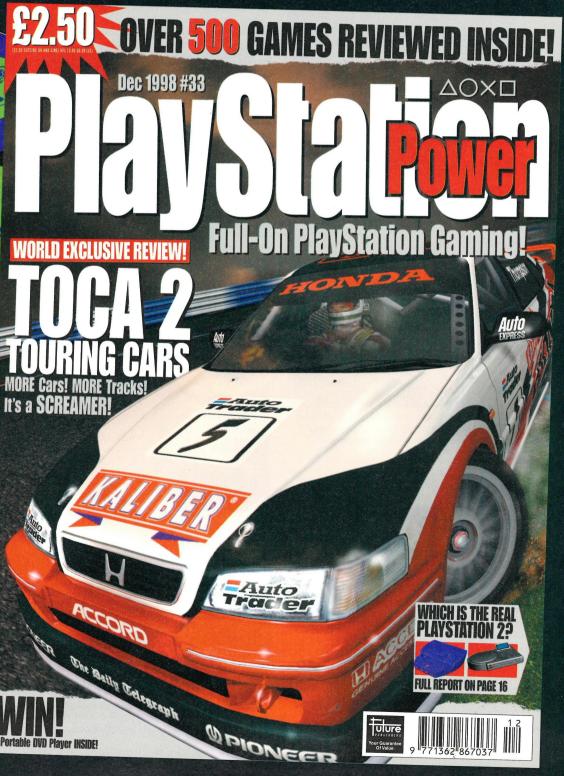
Counter-steering is better known as 'hanging the tail out'. For track racing this will lose you traction and time but in rallying it's often the only way for tight corners. But most of all, it's fun.

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# TOP SECRET

# **RACING TIPS**





#### **CIRCUIT BREAKERS**

**Speed boost:** On the circuit selection screen, press **(a) (a)** and **(b)** simultaneously.

**Upside-down:** To activate Upside-down mode, press 【2】 ↓ and ② simultaneously.

**Have All 32 Tracks:** Pause the game then select the Sound option and highlight the Effect option then press both left shoulder buttons.

Reversed mutliplayers: Press substitute and and as the cars are going into the tunnel.

**Bean Cars:** As soon as the circuit has loaded and the countdown started, simultaneously press the **②** and ← buttons.

#### **COLIN MCRAE RALLY**

Enter these codes as your driver's name.

Enable all tracks Enable all cars Green jelly car Fog mode OPENROADS SHOEBOXES BLANCMANGE PEASOUPER



Four wheel steering Rear wheel steering Turbo mode

International Track and Field style control Turbo jumps

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MOREOOMPH (press
to activate)

BUTTONBASH
KITCAR (press to activate)
DIRECTORCUT
BACKSEAT

HELIUMNICK SILKYSMOOTH

WHITEBUNNY NIGHTRIDER TINFOILED

F1

Bonus track: Go to Options where it says Practice, Qualify and Race. Press and hold

→. Now you should see the message 'BONUS TRACK ACTIVATED'.

then quickly press: ← OOAAO↑ and

**Buggy mode:** Go to Options then press and hold SELECT, then quickly press:  $\rightarrow \uparrow \triangle \leftarrow \uparrow$ ,  $\bigcirc$  and  $\bigcirc$ 

**Motorbikes:** Go to Options and press and hold SELECT, then press:  $\sqrt{\uparrow} \bigcirc \bigcirc \bigcirc \rightarrow \uparrow \bigcirc$  and  $\bigcirc$ 

Lava track:





#### F1 '97

Entering the cheats in this version is much easier. Simply go to the player name screen (Select Driver) in the Grand Prix mode and change it to the cheat code you want.



Background music and new SFX Helicopter viewpoint Murray and Martin graphics Frogs instead of raindrops Four extra tracks VR Style graphics Huge tyres Wipeout 2097 mode

Swap Shop Zoom Lense

Box Chatter

Cats Dogs Billy Bonus Virtually Virtual Little Weelz Pi Man

#### WIPEOUT

Access Rapier Class: For the fastest vehicle avaible in the game highlight One Player on the startup screen then hold down 12 12 and and attributed. With these still held press the button to move to the craft screen where the new one will be available.







Hidden Track Firestar: For the nastiest track everighlight the One Player option as before then down and keep held down (1) (1) > \$\infty\$ and \$\subseteq \text{supply} then press (2) to go straight to the course select screen.

Repeat the lap: Perform an about face over the finishing line and the CPU ignores the most recent lap giving you loads more time to catch up the bloke in front.

#### **WIPEOUT 2097**



Challenge 1 □ ○ □ △ ○ △ △ ○ □ □ □ △ ⊗ □

Challenge 2 □ ○ □ △ ○ △ ⊗ □ ⊗ △ △ ⊗ ○ ○

Piranha team: Hold 11 + 11 + sut at the main menu. With these buttons held, press: ⊗⊗⊗⊗⊗⊗ 10

Infinite Weapons: Pause the game during play and hold: (1) + (1) + (1) . With these buttons held, press: (3) (3) (3) (4)



# **DRIVING TEST PAPER PSS02**

have to beware of any sharp bends.

C Wait until the third beep of the countdown and press accelerate. This will give you a turbo start so you

D Se can also be used to form impersonal sentences,

here it translates as one, they, you or people.

cost of living, the discomfort and the fear of

slipping on the ice it hardly seems worth it.

B Hit the punch button again and again and again then

C Hit the punch button then veer away, get ready to

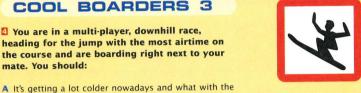
jump and try to aim back to the centre of the piste for your landing. This should give you time to pick up max points, if you know your moves - and by

go fakie and get yourself a few hundred points



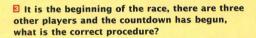
#### **GRAN TURISMO**

- 1 You are approaching the final chicane, a nose ahead of a competitor but they have a more powerful car. You should:
- A I think I'll have a mug of hot milk and try an early night. It's bingo tomorrow.
- B Start talking loudly about the more powerful nature of your opposition's car, wait for them to edge ahead and then storm off before the replay.
- C Lean your car into the opposing car, cutting across their nose, straighten up and dab your brakes. The other car should now bump you forward to get you out of the chicane and ahead in the straight.
- D The Conditional Perfect in this kind of sentence can be replaced by the Pluperfect Subjunctive with the same meaning.





- You are approaching a sharp turn above a huge and dangerous precipice, the car in front is blocking your way. You should:
- A When I drive, I don't any more, I like a barley sugar to suck on.
- **B** Accelerate, fire all the weapons you have, ram into the car in front and start cackling. Then drive, out of control, off the edge.
- C Get on the inside of the opposing car on the straight and ease it over the edge.
- D No, verbs which are irregular in the Present are also irregular in the Imperative.



- A There are times when I just don't understand what all the fuss is about.
- B Talk loudly, jostle the other players and if you catch anyone's eye give them your best 'hard' stare.



now you should.

You are a PlayStation racing game fanatic, you want to play loads of racing games and get the lowdown on the rest. You should:

D Subject pronouns are usually omitted in Spanish, except for emphasis or to avoid ambiguity.

- A I remember when it was a dust pan and brush, then it was those long handled Berwicks and now it's these cyclones... everything changes.
- B Go down to Dodgy Daz's Shed Shop, get him to chip your PlayStation and buy a load of 'imports' for a fiver. Get home realise your machine's buggered and your warranty is now invalid. Watch Eastenders in the evenings from now on.
- C Buy this magazine, read it from cover to cover, play
- D Lo hizo por el dinero. He did it for the money.











#### RESULTS

#### Mostly As

You are an elderly relative of someone who bought and owns this magazine. Rest up now, it is, as you say, bingo tomorrow.

#### Mostly Bs

You are a mate of the person who bought this magazine, if you had the sense you might see why your mate ALWAYS beats you at games.

#### Mostly Cs

You are the right-minded person who bought this magazine, you are intelligent, witty and have the respect of your peers.

#### Mostly Ds

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